PRIMA'S OFFICIAL STRATEGY GUIDE

Chip Daniels
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Prima's Official Strategy Guide

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The Story So Far

Welcome to *Evergrace*, an action RPG for the PlayStation®2 computer entertainment system. This game is undoubtedly one of the best RPG's the PlayStation®2 has to offer, and you'll certainly agree once you've taken that first step out of Sienna's door in Sharline's quest.

Evergrace features two main characters, Sharline and Darius, whose quests are played independently from each other at the start. As you begin to explore each region during their journeys, you'll immediately appreciate the graphical splendor the game has to offer.

Along their adventures, Sharline and Darius encounter (or purchase) various pieces of equipment that they can equip to alter their stats and appearances. That's right, *appearances*. Perhaps the most interesting feature of *Evergrace*, is that you can customize your gear in terms of what you wear and its color. What's more, you can actually see these changes on your character as you travel.

In addition, the game features a "Taste Rating" system whereby you are evaluated based upon how well you dress your character. Many factors determine the Taste Rating, including color, price, and fashionability—to name a few. You'll learn more about this later.

Overall, this game offers a unique experience that you're bound to enjoy. So, let's get started.

History

Long ago, when the Rieubane Empire emerged, there was a warrior renowned as a great mercenary of the Edinbury continent. He and his army fought against the Rieubane Empire. The Empire soon concluded that the warrior's inhuman power came from the "Crest" the warrior was born with. Morpheus, magician of the Empire, established the Human Research Laboratory and conducted research on the Crest by capturing the warrior. As a result, the man-made AI Crest and Palmira Armaments were developed, supporting the ascent of Rieubane.

Morpheus always believed that there was a greater hidden strength in the Crest, and he continued his research. But when Morpheus invaded Toledo to capture more test subjects, he and his people suddenly disappeared.

A hundred years after the disappearance of Rieubane, tales of the Lost Empire withered away, and the land became a forest of Billiana Trees. People remembered the Lost Empire of Rieubane and saw the Crest and Billiana Trees as bad omens. Four villages once belonging to the empire formed an alliance to establish the country of Fontraile. However, ties between the villages were weak, and internal conflicts frequent.

The Story So Far

The territorial lands of Fontraile grew more fragile, year after year. Stolta, one of the four villages, claimed that the Billiana forests depleted the land of nutrients and resources. They stated that the Billiana forests should be cut down. However, the village of Morea, who believed the Billiana Trees were sacred, fiercely disagreed with the Stoltans.

The two villages argued repeatedly. The fierce argument finally developed into a war, later referred to as the "Billiana War." The Stoltans had four great warriors known as "The Four Swordsmen of Stolta," and the war was brought to their favor. Once Morea was defeated, a new country of Fontraile was developed, led by the Stoltans.

Main Character Stories

Sharline

Sharline lived in happiness and harmony with her family and Darius, who treated her like a real sister. Only she knew of the strange mark on his right hand.

One day, a sudden tragedy occurred, and Sharline was transported to a different world. When she awakened, she was met by the worried gaze of another girl.

"Where am I?"

When the girl who rescued Sharline was kidnapped, Sharline was powerless to prevent it because she was in an unfamiliar land. Sharline eventually became torn—she wanted to stay and help the girl who had helped her, but Sharline also wanted to find her way back home.

"Why was she kidnapped? Can I somehow return to my own world?"

Darius

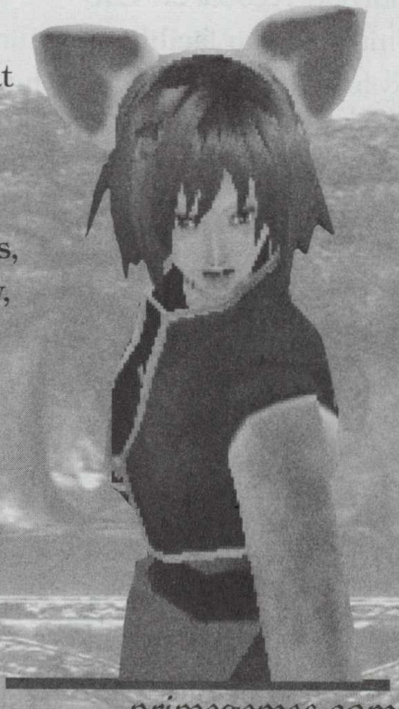
In times when legends were long forgotten, a young lad of Stolta by the name of Darius bore the Crest on his right hand. He hid it so that no one would see it. His parents were murdered by an army that invaded his village when he was young, and he felt that this was a tragedy brought upon him by the Crest.

Darius grew up as a swordsman whose only concern was vengeance. One day, while chasing after the murderers of his parents, Darius encountered a great Billiana Tree, symbol of his sworn enemy, Morea. At the tree, he somehow opened a door to a world he never knew existed.

"Where am I?"

Amid unfamiliar surroundings, Darius encountered a mysterious life-form called Forim and learned about the Lost Empire.

"What's the meaning of the Crest, and what is the destiny of those who bear it?"



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Glossary of Terms

Billiana Trees

These mysterious trees have existed since long ago in Edinbury. They show no visible signs of growth. They bear fruit once a year, but the fruit has no seed. The extract of this fruit is crystallized to form Palmira.

Crest and AI Crest

In this world the mark with which a rare few are born is referred to as the "Crest." Because tragedies seem to occur around the bearers of the Crest, it was long considered a bad omen, and people referred to it as the "cursed mark."

The quasi-Crest created by Morpheus is referred to as the "AI Crest." Morpheus created it as an instrument to explore the secrets surrounding the Crest, and its characteristics are quite different from those of the real Crest. The Human Research Laboratory in the Rieubane Empire was known as the primary research facility for Palmira and the AI Crest.

Edinbury

This continent has witnessed the rise and fall of many empires. A dense forest of Billiana Trees is located deep within the continent. Children born with the emblem-like mark called the Crest have been shunned as bringers of tragedy.

Fontraile

This empire recently emerged, comprising four villages that once belonged to the Rieubane Empire.

human Research Lab

This research facility for Billiana Trees was led by Morpheus, whose research on the Crest resulted in the establishment of human science and the development of Palmira Armaments. The Human Research Lab once supported the growth of the Rieubane Empire. Later, Morpheus moved on to discover the AI Crest.

Lost Empire Rieubane

The Rieubane Empire existed on the Edinbury continent. Its research of the Billiana Trees and the Crest resulted in the creation of Palmira Armaments, which made it the greatest military power in history, but it abruptly disappeared. As in many other empires, Rieubane abhorred the bearers of the Crest.

Morea

This village considers the Billiana Trees sacred. Morea contends against Stolta, wanting to avoid the fate that befell the Rieubane Empire.

The Story So Far

Mother of All Things

The Mother of All Things is the great Billiana Tree that exists in the depths of the forest surrounding Toledo. It's not an ordinary tree, for it possesses thought and self awareness, along with special powers.

The interior of the tree seems in some way connected to another dimension. Its very existence is responsible for giving the power of the Crest to people and for using Krisalis to control human civilization.

Palmira

This crystal enhances physical abilities and adds special powers when integrated with armaments. It is used for various purposes, such as producing artificial life forms and prolonging life. Fine Palmira Pieces have enough value to be used as currency.

Stolta

One of the villages making up Fontraile, Stolta wants to cut down the Billiana forest and is, therefore, in constant contention with Morea.

Toledo

This small village existed independently, deep in the Billiana forest, until it was completely destroyed by Morpheus. In Toledo, children born with the Crest were considered guardians of the Billiana Trees and were treated as holy martyrs before this city was obliterated.

Cycle of World Progress

The Billiana Tree is essentially different from other plants and is part of a complex process involving the Mother of All Things. The Billiana Fruit has strange powers, given that it contains the subconscious powers of people who have lived before. The Mother of All Things protects nature by repeating the following process.

Birth of Nature

Thanks to the powers of the Mother of All Things, nature grows and makes the land fertile.

Danger to Nature

Humans begin fighting and killing one another. The number of humans or other life forms is thereby reduced, slowly causing the destruction of life.

Purification of the World

An area is separated from the rest of the world by a Krisalis, then is sealed within a fruit. The Mother of All Things absorbs this space within her body and it becomes part of her.

Reincarnation/Regeneration

More Billiana Trees are born in order to preserve and protect an area that is at the purification stage.

Character Descriptions

Darius

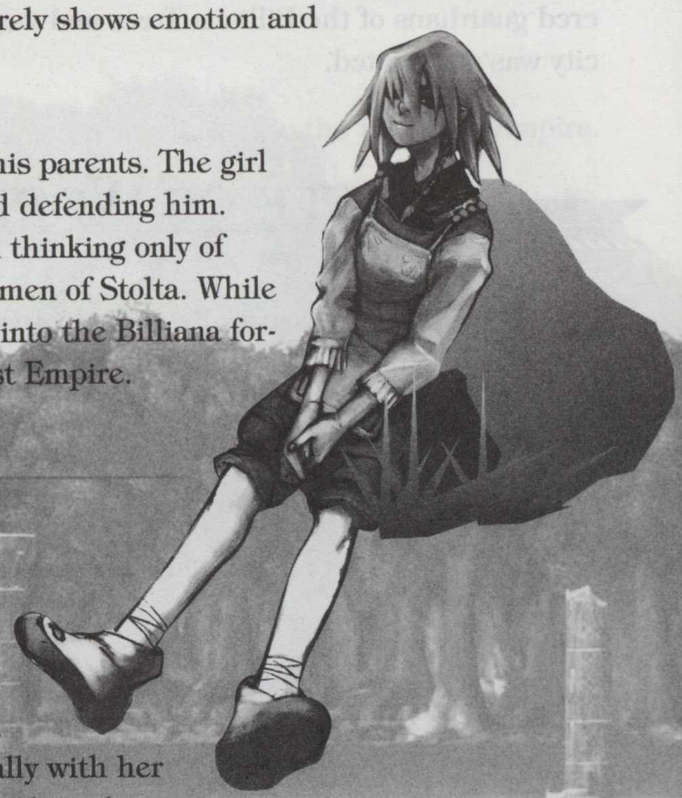
- Age: 19
- Gender: Male
- Height: Approximately 5'7"

Personality

He's a bit twisted due to his childhood experiences, as well as the fact that he's been sorely mistreated by people who abhor those born with the Crest. As such, he believes the "cursed mark" on his right hand has been the cause of all the misfortune in his life. Despite this, Darius is a man with an honest heart, and he's a superb warrior. He rarely shows emotion and remains calm and steady on the surface.

History

When Darius was young, assassins from Morea killed his parents. The girl whom he had loved and treated like a sister was killed defending him. Thus, he began honing his skills in sword fighting and thinking only of revenge. He later became one of the elite Four Swordsmen of Stolta. While successfully pursuing the remaining soldiers of Morea into the Billiana forest, he was somehow transported to Rieubane, the Lost Empire.



Sharline

- Age: 18
- Gender: Female
- Height: Approximately 5'2"

Personality

Full of energy and life, Sharline is very thoughtful and compassionate. Although she is rather clumsy, especially with her hands, she makes up for it with both her positive attitude and persistence.

The Story So Far

History

Sharline loved Darius like a brother. When the assassins came to kill Darius's parents, the powers of the Crest born by Darius transported her to the Lost Empire of Rieubane. There she was found, unconscious, by Sienna. Sharline witnessed Sienna's kidnapping by Morpheus. Sharline became torn between wanting to save Sienna from captivity, and wanting to escape the Empire of Rieubane and return to her own land.

Sienna

- Age: 28
- Gender: Female
- Height: Approximately 5'6"

Personality

Sienna is very resourceful and intelligent. She is also quite motherly. She bears a Crest, and the judgment from others has caused her to become slightly negative and bitter.

History

The daughter of the leader of the Toledo clan, Sienna was born with a Crest on the upper part of her left arm. She was loved by her own people and destined to become the clan's leader when she broke the clan's rules in order to save a human from the Rieubane Empire. Her kindness was her sin and, as a result, she was taken to the Human Research Laboratory. Morpheus developed plans to turn her into an experimental subject for research on his "AI Crest." There, she began losing control of her powers over the Crest, resulting in the destruction of the Rieubane Empire.

Morpheus

- Age: 70
- Gender: Male
- Height: Approximately 5'5"

Personality

The founder of human science, he serves as Chief Scientist at the Human Research Laboratory. He's the one responsible for the technology of combining Palmira with armaments, referred to as Palmira Armaments.

He is a firm believer in science, dedicating himself to his research. He used to be good natured and even found a way to cure his granddaughter's disease, but this part of him is long gone. He is now determined to develop and perfect his AI Crest at any cost.

History

He was born into a family that had great magical abilities directly affiliated with the Rieubane Empire. He was taught magic throughout his life and came to possess formidable magic powers.

He disappeared following the destruction of Rieubane, and no one knew his whereabouts. He pursued Sienna, who bore the Crest, in order to research the AI Crest. He even kidnapped her son, Trandin, with the intention of trapping her.

Trandin

- Age: 6
- Gender: Male
- Height: Approximately 3'2"

Personality

He used to be full of life and carefree, as a child should be. But now he's unemotional because Morpheus locked up his thoughts and feelings. Trandin actually has a Crest, which he inherited from his mother, but it's not yet active. Neither Trandin nor Morpheus know about it.

History

Trandin was kidnapped by Morpheus when the Imperial Force invaded Toledo. He was taken to the Human Research Laboratory, where he became the subject of a top-secret experiment that even the lab scientists were forbidden to know about. Morpheus attached an AI Crest to him in order to find out more about it.

Medina

- Age: 29
- Gender: Female
- Height: Approximately 5'2"

Personality

When she's healthy, she is aggressive and a bit stern. But, because of her illness, she is more passive and quiet.

History

Medina is the granddaughter of Morpheus. She is seriously ill and cannot live without the power of both the AI Crest and Palmira—both developed by Morpheus. Palmira increases the physical status of humans significantly and is used to increase Medina's life span via control of the AI Crest. This is the reason Morpheus originally studied Palmira. Medina feels responsible for the fact that Morpheus's motive for the research has been altered. She is sad because she knows what a kindhearted man her grandfather once was. Medina is like an older sister to Trandin. She takes care of him when Morpheus isn't around, but currently she and Trandin are kept separate. She doesn't like the fact that Morpheus treats Trandin as a mere laboratory rat. She desperately wants to help free Trandin and stop Morpheus's experiments, which bring great sorrow to others.

Orladin

- Age: 30
- Gender: Male
- Height: Approximately 5'6"

Personality

Orladin is a strong leader due to both his knowledge and honor. He is also a kind person, but he comes off a little aloof because he knows he is a direct descendant of a royal family. He even had the right to inherit the throne. He is gifted in his studies and has great strength in fighting.

History

If the Rieubane Empire had continued, Orladin undoubtedly would have been the next emperor. He has been working independently to bring back the rule of his family. He became injured while searching for Morpheus and trying to rid the land of monsters. After he received medical treatment from Sharline, he felt that he owed her a favor. He also found her attractive. He desperately wanted to help Sharline after Morpheus captured her.

Merida

- Age: Unknown
- Gender: Female
- Height: Approximately 5'4"

Personality

She is withdrawn and shows little emotion.

History

Merida knows a great deal about the history of Rieubane, having the knowledge of a high priest. She also has the ability to communicate with the Mother of All Things, and through this ability she is able to give information to Darius.

Krisalis

- Age: Unknown
- Gender: Female
- Height: Approximately 3'2"

Personality

She acts like a bothersome little child, but sometimes she says and does things that make her appear mature. She argues with Darius often because it's fun to make fun of him. However, they make a nice team. She has virtually no offensive strength, but she can become invisible at will. She seems to understand the very reason for the existence of the world.

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A Krisalis is the ultimate form of a human, in which all the powers of the subconscious have been drawn out. Bearers of the Crest are transformed into this state when there becomes a great accumulation of negative emotions. The Mother of All Things transforms a bearer of the Crest into a Krisalis in order to protect the cycle of nature. A Krisalis usually appears when conflicts among humans take place. A Krisalis is responsible for carrying forth the "Cycle of World Progress" on behalf of the Mother of All Things.

History

Krisalis appeared before Darius after he stumbled into the territory of the legendary Rieubane Empire. She appeared to be some sort of monster but claimed she was once a human who was suddenly transported to this world, just like Darius.

Naphato The Third

- Age: 55
- Gender: Male
- Height: Approximately 5'4"

Personality

He's unsure and skeptical, and the pressures and responsibilities of being an emperor have only made him more so. He'd rather spend his last days alone, but he does have somewhat of a sensitive side that rarely shows.

History

Naphato the Third is the last emperor of the Rieubane Empire. He survived the destruction of his castle along with a few of his royal guards, who were eventually killed by monsters. He wandered through life, dreaming of the days he spent in his royal chamber within his castle on Saramad Hill. He began questioning himself as to why he was not killed along with all the others. He felt unable to determine if this was good luck or a curse.

Legendary Mercenary

- Age: 34
- Gender: Male
- Height: Approximately 6'3"

Personality

He is a strong man of outstanding pride and self respect. He has the reputation of a hero. A noble man, he has led many armies into victory. A bearer of the Crest, he's also known as "Red Wind," a name bestowed upon him because of his natural heroic abilities. Warriors who have witnessed him in battle often talk about how he causes great bloodshed and mayhem on the battlefield. Red Wind is also the cause of the Crest emerging into the foreground of history.

History

He was once hired as a mercenary by a clan resisting the Rieubane Empire. His client betrayed and captured him and a colleague through an evil scheme devised by Morpheus. He was then made an experimental subject, but because he didn't serve well as a subject, he was thrown out by Morpheus and sealed into a statue. He became insane and consumed with the idea of revenge against Morpheus and those who betrayed him. It's a miracle that he's still alive and still has considerable fighting powers, though they've been weakened a great deal.

Shop Owner

- Age: Unknown
- Gender: Male
- Approximately: 3'7"

Personality

An extraordinary and particular man, he has immense passion for fashion. He is an upright person and treats others with equal respect.

History

He's a shop clerk but possesses first-class knowledge as a magician in the handling of Palmira Armaments. He likes to handle his armaments with a respect for their esthetic beauty. He dislikes people who use armaments with no sense of fashion. However, being a merchant, he hides his attitude in front of the customer. He has an enterprising spirit as a merchant, high pride as a magician, and his own policies and uniqueness regarding armaments.

Gameplay Mechanics

Using this Guide

We've put everything we know about *Evergrace* and placed it on these pages to give you the best shot at a perfect game. It's all here for you, but you'll have to know where to look and how to use the information.

We've summed up a great deal of information in "The Story So Far" section. In it, you learned the history, got to know the characters, and found descriptions of some of the terms you'll hear during gameplay and in this guide.

This section, "Gameplay Mechanics," will teach you everything you need to know about how to play the game and what to expect while doing so. You'll find everything from controlling your character to avoiding fashion faux pas. We've also come up with some pre-adventure tips and hints that you won't want to miss.

"Sharline's Quest" takes you right into the adventure and does not stop until you've gone as far as you can go. It's important to note, however, that you don't necessarily have to begin with Sharline's quest. You can also start with Darius if you'd like and flip to his section first.

"Darius's Quest" takes you through the rest of the adventure, including the final battle. However, you can't reach the final battle until you've played as far as you can with *both* characters. This means that if you've started with Darius first, or have been switching off as you go, you must complete Sharline's quest before you can head off for the final showdown.

"The Shadow Tower" deals with the game's only major subquest. And while this area is completely optional, you won't want to miss its awesome weapons and seemingly unlimited supply of Palmira. Just bring plenty of luck and a dash of patience.

Finally, in "Compendiums," you'll find more data than you can handle. Want to find out which pieces of equipment give you the most strength? Need to know an enemy's weakness, but can't afford the Creature Notes at the Shop? No problem. We've got you covered.

Controlling your Character

The world of *Evergrace* is fully three-dimensional. This means that your character has great control of movement in terms of direction. However, this also means that it can be easier to get lost. It's not hard to get the hang of it if you remember to use your compass in the upper-right corner of the screen, and be active with the camera.

Gameplay Mechanics

The compass provides you with a small map of your character's vicinity and also indicates the direction your character is heading. It's important to keep this in mind during gameplay because this guide has been written according to the compass. If we say to "*go west*," it does not necessarily mean to go *left* as you may have become accustomed to with other games. It means you must look at the compass and position the arrow so that it points to the west before traveling in that direction.

NOTE

The following commands are listed by the default game settings. They will not be correct if you've adjusted the buttons yourself.

Controlling the camera is vital to avoiding accidentally stepping off of a cliff or into some other kind of danger. It also aids in figuring out some of the puzzles. Keep the camera at the farthest distance from your character (you can adjust this using R2) and immediately behind (you can adjust this using R1). You can also use R1 to have a good look around simply by holding it down and using the directional arrows or left analog joystick.

You can review the other important controller commands by referencing the following list. It's important to note, however, that this is not a complete list. Only the most important commands are listed here. For a complete list, consult your software manual.

- L2 Change Palmira Action
- L1 Use registered item (You can set the registered item by highlighting the item in the menu and pressing ■.)
- R2 Change camera distance from character
- R1 Position the camera at the back of the character (You can also rotate the camera around by holding this button down and using the directional arrows or left analog joystick.)
- ▲ Use Palmira Action (You can set this action by pressing L2 and selecting from the available list.)
- ● Dash (This decreases your power.)
- × Action Button (event/select/get item)
- ■ Attack (This decreases your power.)
- START Status menu

The Crystal Pillar

Crystal Pillars are strategically located throughout the worlds you encounter on your adventure. Use your Action Button (×) to access the Crystal Pillar menu. On the menu, you find the following options:

Status

The Status option brings up the Status menu. It seems redundant to have two ways to reach the Status menu; however, some features of the game require you to access the Status menu from a Crystal Pillar in order for it to work. See the "Status Menu" section of this chapter for more information on its content.

Shop

This option takes you to the Shop. At the Shop, you can buy, sell, repair, and upgrade equipment. You can also purchase items and Creature Notes.

To make purchases at the Shop, simply walk up to any of the displays either on the counter or along the walls. Once you're standing in front of the display, a text message appears describing what you're looking at. If you press the Action Button at this point, you'll bring up a menu relating specifically to the display items.

Display menus for equipment provide options to buy, sell, fix, upgrade, and change the color of your equipment.

Strangely enough, changing the color is a rather important aspect of the game. In fact, some puzzle areas require you to change the color of some of your equipment.

NOTE

Evergrace works a little differently than most RPG games, as your character does not actually go up in levels. You become more powerful by using different pieces of equipment.

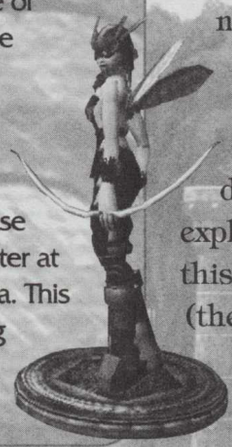
The Display menu for items is much simpler. It's strictly buy or sell. There is no need to upgrade, repair, or change the color of your items.

The Display menu for accessories allows you to buy, sell, and fix them. Accessories cannot be upgraded like your other equipment.

The last display on the counter is for Creature Notes. Pulling up the Display menu for the Creature Notes allows you to view the name and picture of the creatures you have fought so far in the game. You can purchase a Creature Note to view the statistical data related to that enemy. (This is also done from the Crystal Pillar menu. We'll explain that in a minute.) You can also view this same information from the title screen (the very first menu immediately after turning the game on). Simply select the Creatures option to see all the creature data you've purchased so far.

TIP

While the Shop does not carry *every* piece of equipment in the game (some items are found in chests, others are rewards from enemies), it does have several exclusive ones. In fact, some are only available at the Shop when accessed from a specific Crystal Pillar. Make sure to purchase every new piece of equipment you encounter at the Shop before moving on to the next area. This is especially important if you are attempting to obtain each piece of equipment in order to access the Characters option.



Besides shopping, the only other thing you can do in the Shop is speak with the shopkeeper behind the counter. He's a rather eccentric man, and he's very particular about how people wear his armaments. Try talking to him to see how you measure up. (You can learn more about this in the "Dress for Success" section.) Talk with the shopkeeper and give him one of your Mushrooms for a discount on your next purchase.

When you're ready to leave the Shop, use the Crystal Pillar in the back corner to return to the game.

NOTE

If you manage to obtain every piece of equipment available in the game, a special "Characters" option will become available from the title screen. The Characters option provides more detailed information on each of the characters. You can see all your weapons easily, and note how many you're missing by accessing the Item Book option from the title screen. Anything you may be missing appears as a question mark.

Character

The Character option allows you to switch between the quests of your two main characters, Darius and Sharline. You can switch between them at any point in the game up until you reach Morpheus's Secret Lab.

Creatures

The Creatures option allows you to view the statistical data for any Creature Note that you have purchased from the Shop. However, you can only view the data, not the picture of the enemy. You'll have to remember what it looks like, or try viewing the Creature Notes from the title screen. If you don't have the money to purchase all the Creature Notes, try using the Creatures table in the Compendiums section of this guide.

NOTE

While you can find the statistical creature data in the Compendiums chapter of this guide, you should still purchase every Creature Note. If you can manage to purchase all of them, a special "Story" option will become available at the title screen. The Story option provides more detailed information about the story of the game. If you are missing any creatures, they will appear as "Not Get" in the creature area of the title screen.

Save

This option allows you to save your game onto a *PlayStation®2* Memory Card.

Exit Game

This option allows you to quit the game that you are playing and return to the title screen.

Status Menu

You can access the Status menu at any point during gameplay by pressing START. You can also access this menu through the first option at a Crystal Pillar. The options available in the Status menu are:

Equipment

The Equipment option allows you to adjust the equipment you have on your character. You will definitely be using this option often.

Item

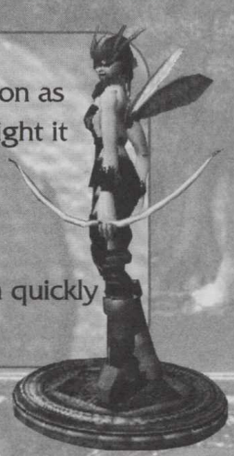
The Item option allows you to view and use the items in your inventory. Whether it's restoring your HP using a Life Extract, or raising your personal statistics using a Blue Fruit, it's done from this option. If you ever need to know what an item does, you can pull up its description by highlighting the item and pressing ▲.

You also cure most of your status changes from this area as well. Use the following table to reference the appropriate remedy for a specific status change. Fortunately, the game won't let you use an item that cures a status change unless you've actually been afflicted by that particular change. So, if you'd like, you can also just experiment with the items until you find the right one.

Status Change Remedies

Status Change	Description	Remedy Item
Poison	HP will constantly decrease.	Antidote
Paralysis	Speed will decrease. Won't be allowed to Dash or Attack.	Billiana Leaf
Seal	Cannot use Palmira Actions.	Release Emblem
Cursed	Damage to enemies is reduced by half. Damage from enemies is doubled.	Orb of Atonement

TIP You can register an item from this section as well. To register an item, simply highlight it on the list of available items and press ■. A registered item can be used at any point during gameplay (provided you have at least one in your inventory) by pressing L1. Registering a Life Extract is recommended so that you can quickly heal yourself during boss battles.



Palmira Action

The Palmira Action option allows you to select the Palmira Action you want to use based upon the equipment that you've selected. You can also access the same information (and select a new Palmira Action) using L2.

Option

The Option option allows you to adjust the volume, vibration control, button inputs for an analog controller, window colors, and key configurations.

Load

The Load option allows you to load a previously saved game off of your *PlayStation®2* Memory Card.

Tutorial

The Tutorial option brings up a list of about 10 different topics. You can select a topic to learn more about it.

Dress for Success

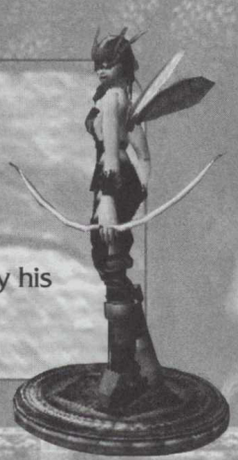
One of the most interesting features in *Evergrace* is the Taste Rating system. In a nutshell, you are evaluated on how good your character looks in what you decide to equip. You are rewarded with discounts based upon your Taste Rating.

To have the shopkeeper evaluate how well you're doing, speak with him at the Shop. If he prompts you to give him a Mushroom, simply speak with him again to have him evaluate you. Make sure that you've equipped what you've selected before you speak with him. You must have the correct armor, boots, helmet, accessory, and weapon all picked out.

To decide how your rating stacks up, compare it to the others on the following page.

TIP

Giving the shopkeeper a Mushroom before having him determine a Taste Rating will sway his opinion ever-so-slightly.



Shopkeeper's Ratings

Taste Rating	Level
"Excellent, there's nothing more that I can say! Well done!"	Best for Darius
"Perfect! You're beautiful! You take my breath away!"	Best for Sharline
"Very nice."	Good
"You have a good eye for style. Understated, but just enough to be different."	Good
"Very original."	Unique
"Okay, that looks good."	Normal
"Mmmm. That's typical."	Normal
"Come on, you can do better than that."	Not Good
"This is...ummm...pretty bad."	Not Good
"That stinks!"	Bad
"Now that's what I call ugly!"	Very Bad

The shopkeeper follows a predictable pattern for his Taste Rating. There are several things you can do to give yourself a better edge. Try to keep the following tips in mind.

- Equipping everything in the same color is better.
- Expensive items are better.
- The same type of equipment is better—for example, the Paldio Helm, Paldio Boots, and Paldio Breastplate.
- Items with a higher Palmira Level (LOW, MEDIUM, HI) are better.
- Hidden or rare items are better.

We know this is a lot to keep in mind, so we've also included some rather handy tables that should help you determine what you'd like to wear. The tables sort the various pieces of equipment points. Equipment with a higher point value should fetch a better rating provided you still keep the above tips in mind.

Weapons

Weapon Name	Points (Darius)	Points (Sharline)
Alterstar	70	80
Avenger	200	230
Bloodclaw	250	90
Ceremonial Spear	170	—
Cleaver	125	—
Defender	10	—
Degutla	90	—
Elite Bow	—	160
Frying Pan	5	50
Heavenly Axe	80	—
Heavenly Spear	60	—
Katana	190	110
Majestic Sword	130	60
Moonlight Sword	130	70
Olden Warhammer	50	—
Premier Spear	—	160
Quano's Axe	220	—
Sacred Rod	—	200
Serrated Blade	45	—
Soltan Bow	—	130
Soltan Sword	100	—
T Square	60	—
Tear Blade	160	—
Tiger Claw	60	220
Valbec Club	30	30
Velancer	90	60
War Mauler	75	—
Zul's Toy	80	70

Armor

ArmorName	Darius Red	Darius Blue	Darius Yellow	Darius Other	Darius Black	Sharline Red	Sharline Blue	Sharline Yellow	Sharline Other	Sharline Black
Absorption Armor	50	30	120	160	220	70	20	30	40	60
Armor of Frost	60	200	70	50	90	80	200	110	120	130
Armor of Valor	30	20	40	100	80	160	110	175	100	100
Darkforge Armor	220	200	160	180	160	—	—	—	—	—
Dragolos Armor	—	—	—	—	—	155	140	80	90	110
Flayed Skin Armor	220	10	30	80	95	220	80	40	30	95
HRL-000-A	—	—	—	—	—	250	5	5	5	5
Paldio Breastplate	85	85	85	85	85	100	60	35	255	160
Royal Robe	30	40	60	150	180	—	—	—	—	—
Volt Suit	100	40	220	60	75	60	45	180	100	120
War Cry Armor	150	90	120	80	60	—	—	—	—	—

Boots

ArmorName	Darius Red	Darius Blue	Darius Yellow	Darius Other	Darius Black	Sharline Red	Sharline Blue	Sharline Yellow	Sharline Other	Sharline Black
Armored Boots	200	10	20	210	110	40	20	50	120	110
Cat Feet	—	—	—	—	—	130	100	130	60	30
Dragolos Boots	30	40	15	160	180	280	750	100	280	750
Guard Boots	40	60	100	80	70	70	30	120	60	40
HRL-000-B	]	—	—	—	—	250	5	5	5	5
Paldio Boots	10	30	60	180	120	90	60	120	60	75
Royal Boots	30	55	75	160	180	—	—	—	—	—
Speed Boots	110	220	60	100	50	210	180	100	90	80
Woven Boots	200	50	30	90	90	130	80	60	50	70

Helmets

ArmorName	Darius Red	Darius Blue	Darius Yellow	Darius Other	Darius Black	Sharline Red	Sharline Blue	Sharline Yellow	Sharline Other	Sharline Black
Astute Turban 1	40	50	170	80	60	—	—	—	—	—
Azure Headband	90	80	60	110	200	85	90	30	20	45
Billiana Hood	—	—	—	—	—	160	55	230	60	20
Billiana Leaf	50	65	90	45	25	20	60	90	40	10
Blessed Mask	60	40	40	10	50	60	40	20	20	45
Cat Ears	—	—	—	—	—	175	180	190	150	155
Divine Halo	10	50	200	5	2	60	30	255	40	10
Dragolos Nest	20	20	40	30	10	30	70	40	100	160
HRL-000-H	—	—	—	—	—	250	5	5	3	3
Jemila Ribbon (Darius)	255	100	50	5	150	—	—	—	—	—
Jemila Ribbon (Sharline)	—	—	—	—	—	190	185	170	55	10
Kanzashi	—	—	—	—	—	190	170	100	20	20
Paldio Helm	230	90	30	30	70	30	45	60	80	92
Penguin Hood	200	200	200	20	30	130	160	120	20	10
Pot	3	70	20	160	200	40	80	750	225	210
Pumpkin Head	80	10	70	110	160	140	70	190	10	8
Rabbit Helm	30	20	10	10	20	200	140	180	40	45
Royal Helm	110	0	60	160	180	—	—	—	—	—
Swan Beret	220	230	210	160	140	160	120	10	10	210
Tylissa's Mask	140	55	240	96	80	110	70	80	60	55

Accessories

Accessory Name	Points (Darius)	Points (Sharline)
Amulet of Purity	95	188
Band of Clarity	30	190
Elder's Ring	220	140
Heroic Necklace	80	110
Icon of Divinity	148	140
Icon of Loyalty	160	80
Pendant of Hope	66	130
Ring of Blessing	197	128
Ring of Resist	127	145
Star Necklace	60	165

Pre-Adventure Tips and Tricks

The following are some tips and tricks that rookie and veteran adventurers alike should take to heart.

- Save your Mushrooms for use later in the game. You may be tempted to use them to pick up a more powerful piece of equipment early on, but they're best saved for the powerful equipment and upgrades you can perform later in your quest.

- The main enemies of an area reset after you return from the Shop. This can be advantageous when you are trying to level up but don't want to wait for the creatures to find you. In addition, the items (not equipment) they drop reset as well. Make sure to take advantage of this whenever you find enemies that drop Blue or Red Fruit.

- If you are exploring an area that doesn't have too many enemies, you can unequip some of your gear. This will save you some Palmira since you won't have to get as many things fixed in the Shop later.

- Don't cash your Palmira Ore in until very late in your quest. You can only carry 9,999 Palmira Pieces at any one time, and having the Ore is kind of like having a reserve cash fund.

- Don't use your Dark Guide Post until late in your quest. The enemies in the Shadow Tower can be tough, and you will be better suited to handle them later in the game.

- Master the art of rotating the camera around your character. This comes in very handy during boss battles, as well as in the Shadow Tower.

- Buy every type of armor and all the weapons you can. The more you have with you at any given time, the less likely you will be to reach a puzzle that you are not prepared for.

- Increasing your Luck will improve your chances of obtaining a rare piece of equipment, or better Palmira Pieces, from an enemy.

- Use your Blue and Red Fruits as soon as you get them. These help build your character's attributes, and there is no time like the present to benefit from that.

Gameplay Mechanics

- Always keep a weapon selected as an auxiliary weapon. Also, try to make this weapon as different from your primary weapon as possible. This will ensure a quick transition should you encounter an enemy that your main weapon is having little effect upon.

- Pay attention to your inventory and equipment's state. If you break any equipment, it can be very costly to fix. To aid in this, always have some Billiana Extract with you in case you need to fix something while away from a Shop.

- Your characters are much quicker than most of the enemies that you will encounter. Use this advantage by trying to attack enemies from the rear, where you are less likely to take damage.

- Save often. This will save you many headaches as you progress through the game.

- Pay attention to what enemies leave behind when they die. There are times that they will leave behind equipment, such as armor and weapons.

- Don't overlook the importance of dressing according to your enemy. Often, you will have better success using a certain suit of armor that may not be as highly upgraded, but has a high defense against your particular enemy's attacks.

- Using Palmira Actions depletes your equipment more rapidly, so use it when necessary, but don't go crazy with it.

- Ledges are your enemy. Take great care when walking near ledges. You are one false move from plummeting to an untimely death.

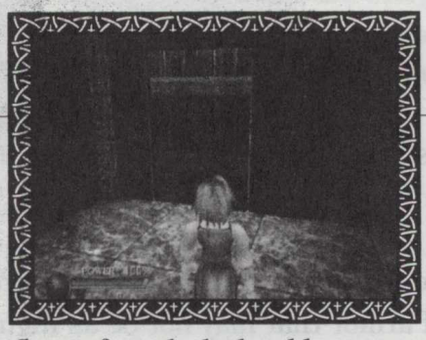
- There are a myriad of weapons, armor, boots, and helmets in the game. Because of this, and the fact that you don't have unlimited funds, try to focus on building the level of a couple of items at a time, as opposed to spreading out your upgrades to all your items at the same time. This way you will benefit immediately from their increased abilities when fighting enemies and trying to earn more Palmira.

Sharline's Quest

Sharline's quest begins in the home of a stranger named Sienna. Sharline is understandably confused and is unable to put things together before a noise outside interrupts the pair.

Royal Commons

After Sienna leaves to investigate, you're on your own for a bit. This is your chance to explore her home.



Get up from the bed and have a look around. There's really not much here, so proceed to the doorway. Approach the door and press your Action Button (×) to open it.

At this point you witness a conversation between Sienna and an odd-looking man. Unfortunately, the man notices Sharline standing in the doorway and attacks her.

When you come to, you're free to explore the area. Sienna and the odd-looking man are nowhere to be found, but something is definitely not right. We must save Sienna.

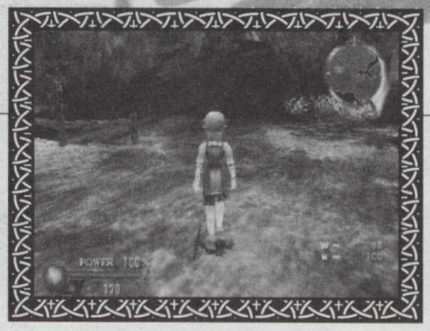
Since you'll be doing some exploring into unknown regions, you'll need some protection. The only thing immediately available is this pot just outside the doorway to the ruins of Sienna's home. Walk up to it and press the Action Button to pick it up.

You can use the pot as a helmet by equipping it through the Equipment area of the Pause menu. It may not be very stylish, but it is an effective helmet.

Next, head inside the house and examine Sienna's diary on the table. Afterwards, turn and grab the object lying on the bed. This is your first weapon, the Soltan Bow. Make certain to equip it before moving on.

TIP

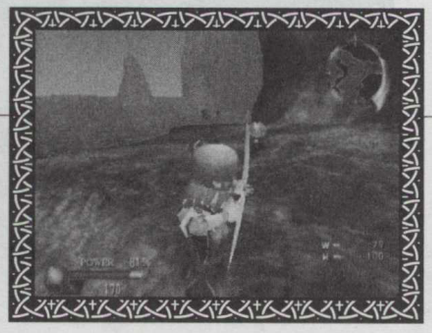
You can restore your health by sleeping in Sienna's bed. Simply walk up and press the Action Button when you see "bed" on the bottom of the screen.



Now that you're somewhat equipped for battle, leave Sienna's house and set out to save her. Head south from the house and follow the path sloping down past the wooden fence.

NOTE

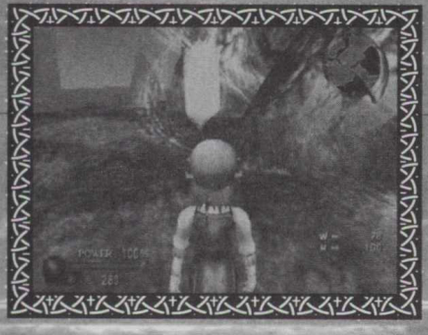
Use the compass in the upper-right-hand corner to reference the direction that you're heading. The red arrow indicates the location of your character, and it points in the direction you're facing. It will be important to be aware of your direction as the game progresses.



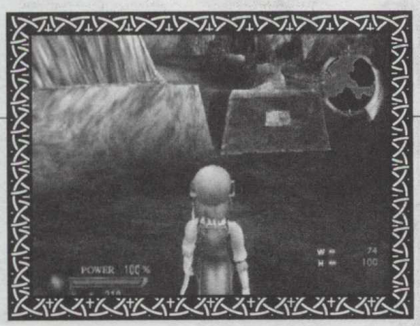
Eventually, you encounter a creature or two. This is your first taste of battle. Use your bow to strike from a distance, and make certain to hit the creatures from behind whenever possible. You should also gather anything they may drop. Most of the time you find Palmira Pieces (the standard currency), but you receive the occasional item as well.

NOTE

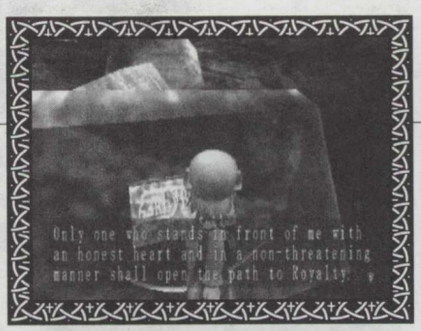
The items dropped by enemies during or after a battle disappear if you don't pick them up quickly enough. Learn to recognize the items by their appearance, and make sure you pick up the rare ones. You should also pay attention to the Palmira Pieces. A red crystal is worth 10 Palmira Pieces, a gold crystal is worth 20 Palmira Pieces and a white crystal is worth 100 Palmira Pieces.



At the bottom of the slope you encounter this Crystal Pillar. To use the Crystal Pillar, simply walk up and press the Action Button. There are many different functions available from the Crystal Pillar menu—most importantly the Save option. You can learn about the others in Chapter 2, "Gameplay Mechanics."

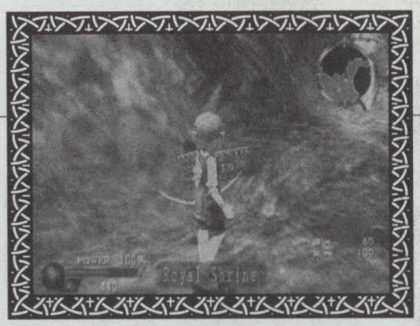


Save your game, then follow the path to the right of the Crystal Pillar until you reach this statue. Press the Action Button to read the inscription on the plaque at the bottom.



The plaque reads that only one with an honest heart and non-threatening manner shall open the path. That sounds easy enough. Head into the Pause menu and de-equip your weapon.

Try the Action Button again after removing your weapon. The statue will slide to the right and the path will now be clear.

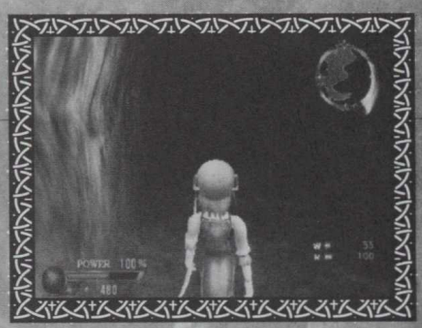


Follow the path behind the statue and past the sign that reads "Royal Commons." Head north from the sign until you reach this rising path near another sign that reads "Royal Shrine."

Follow the path up, but make sure to stop and pick up this Mushroom along the way. It'll come in handy later on.

At the top of the path, you meet a nun standing at the entrance to the Royal Shrine. Talk with her to learn about a place to the southwest called Saramad Hill.

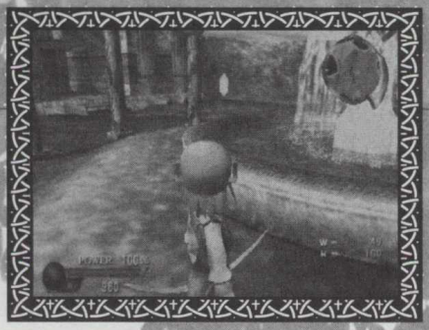
Saramad Hill sounds like as good a place as any to continue the adventure, so head there next. To reach it, return to the Royal Commons area and head southwest to this sign.



Follow the path the sign points to until you reach this cave. The cave is the entrance to Saramad Hill, so head right in.

Saramad Hill

At the entrance of the Saramad Hill area, follow the path along the cliff. Take care to avoid the sides, as you'll die if you fall off.



You eventually reach this courtyard area with a fountain in the center and a Crystal Pillar on the side near an archway.

TIP

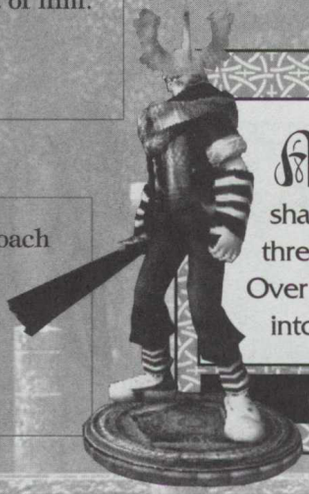
The fountain in the center of the courtyard is actually a Fountain of Life. Walk up to the fountain and use your Action Button to completely restore your health.

Head for the south side of the fountain and speak with this man standing in front of a sword stuck in the ground.

After your initial conversation with him, you must speak to him again. This time, he tells you that he's been looking for a flower to place on the grave in front of him. Keep an eye out for one.

Follow the pathway leading away from the fountain to the north until you reach this pond.

Wade into the pond and approach the two small flowers floating in the water. Pick one of them up using the Action Button.



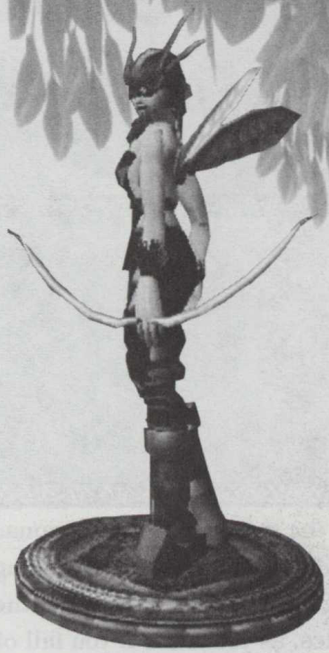
CAUTION

Avoid the deep water in the pond. The shallow water poses no threat, but it's Game Over should you venture into the deeper areas.

After collecting the flowers, you can return to the man standing in front of the grave. Speak with him again to exchange the Small Flower for the Sword Star.

NOTE

This is a perfect opportunity to start spending some of those Palmira Pieces you've been collecting. You can access the Shop through the Crystal Pillar menu.



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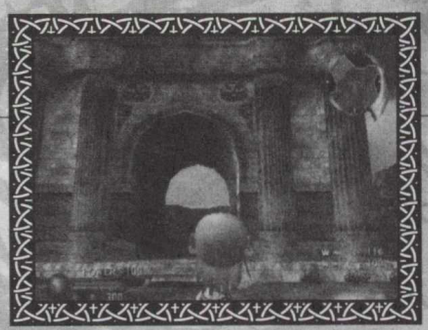
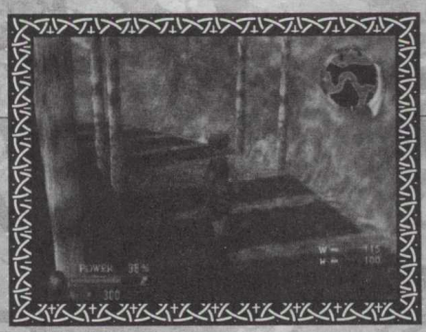
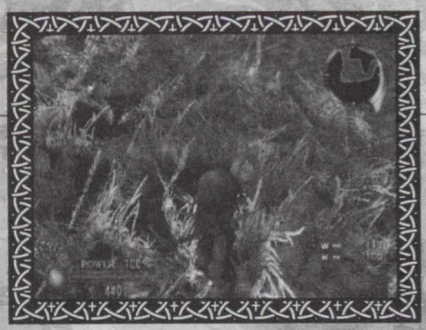


Head through this archway located northwest of the fountain and to the left of the Crystal Pillar.



Now follow the path on the other side until you reach this wooden walkway to the west. Follow the walkway until you reach a ledge.



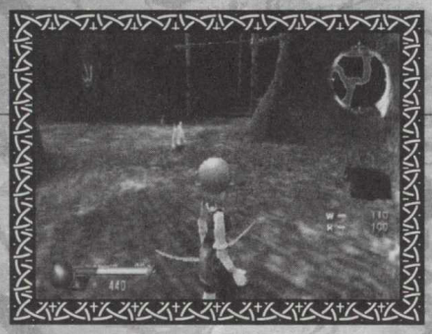
Jump off the ledge to reach the area below. Search the dead grass near this tree on the west side of the area to find the Pumpkin Head. Use the Action Button to pick it up.

Continue to follow the path until you reach this area with the bridge over the creek. You can cross the bridge, then jump off the ledge on the east side of the area to return.

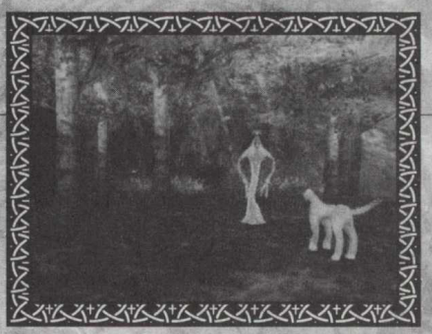
Sharline's Quest

TIP

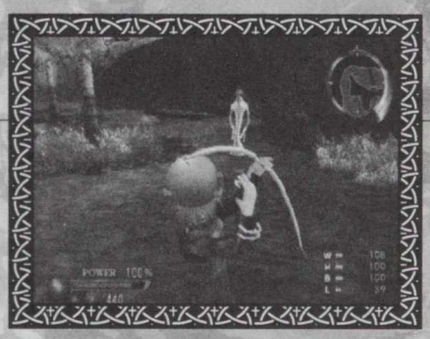
After crossing the bridge over the creek, search the area near the small cave in the northeast corner to find another Mushroom.



You spot this dog at some point during your exploration, through the area behind the archway. If you follow the dog, you'll be taken to the very same area with the bridge over the creek.

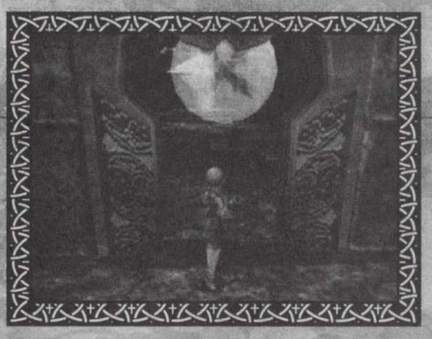


The dog leads you directly to this ghost. The ghost continues to disappear and reappear until you defeat him, so you may as well stop and fight.



The ghost is not terribly difficult to fight, but you may want to return to the fountain area for a quick health boost before you battle him. You should also make sure you have a few Orbs of Atonement handy so you can recover from the status effect damage caused by his physical attacks.

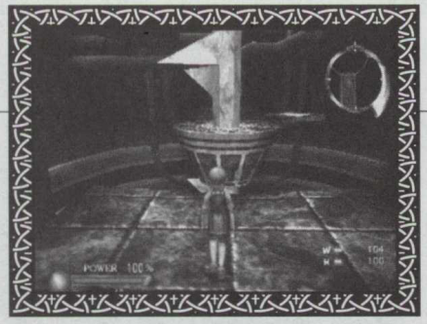
Avoid his magic-attack whenever possible. In fact, a good time to attack him is when he's delivering the magic-attack. Try to lure him into performing a magic-attack, then start delivering the damage to him.



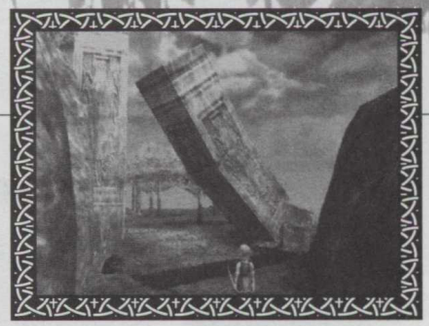
It takes several solid blows to defeat the ghost, but afterwards he leaves you a Palmira Ore as a reward. You can pick it up using your Action Button.

TIP

While you can sell the Palmira Ore at the Shop for a large sum, the wise decision is to hold on to it for now. The game only allows you to collect and hold 9,999 Palmira Pieces. By holding the Palmira Ore in your inventory, you'll have access to more of it when you need it later in the game.

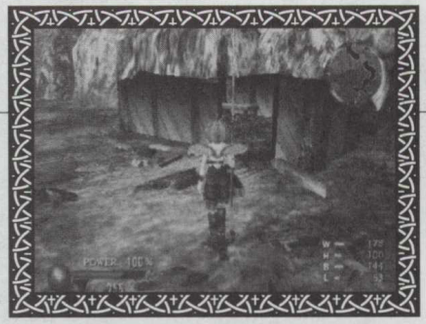


You're now finished with the Saramad Hill area. Heal at the fountain, and visit the Crystal Pillar to save your game. Once you're all set, move through these two concrete pillars that bring you back along the path toward the cave you arrived from.

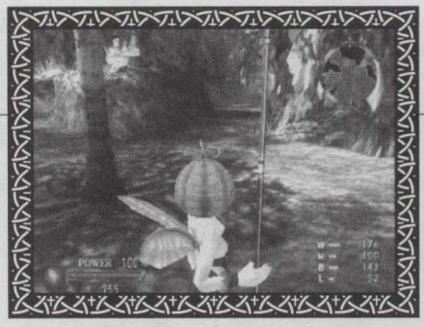


The ground shakes as soon as you step through the two pillars, then you see a brief cinema in which one of the pillars falls to the ground, blocking you from returning. At this point, you have no other choice but to continue back through the cave to the Royal Commons.

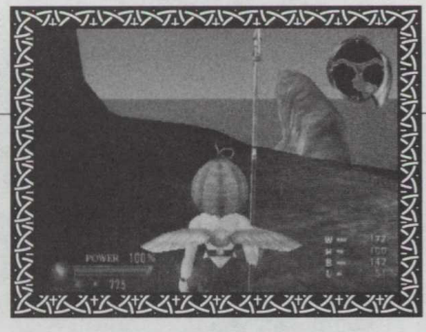
Human Research Lab 2F



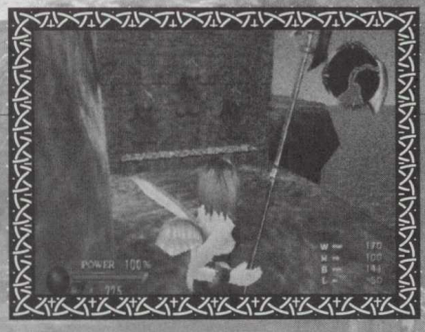
Once you're back at the Royal Commons, you must return to Sienna's house.



From the doorway to Sienna's house, head northwest and look for the opening between these two boulders.



Head through the opening and follow the path to this fork. Take the path on the left that follows northwest along the cliff.

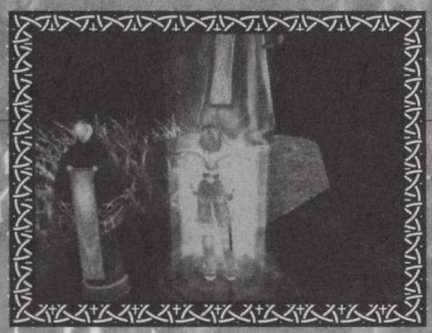


Eventually you reach this Three Goddess' Statue.

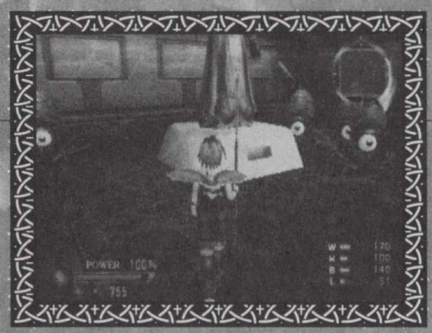
Press the Action Button to place the Sword Star on the center idol. Once that's in place, the Three Goddess' Statue slides to the left allowing you access to the area beyond.

Head into the new area and speak with the priest you met earlier. She explains that you need to touch the statue behind her to

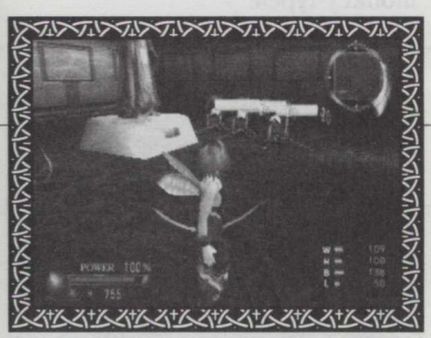
Now walk up to the Empire's Founder Statue and press the Action Button.



A blue light appears, and you're transported away.



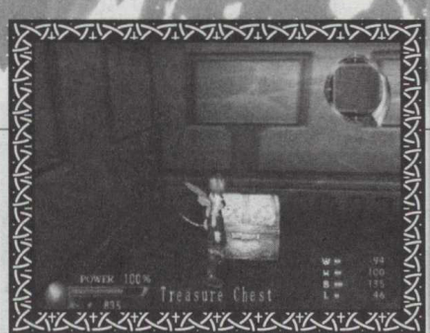
The statue brings you to the second floor of the Human Research Lab. Stay on your toes because the room you arrive in is full of Hentacles.



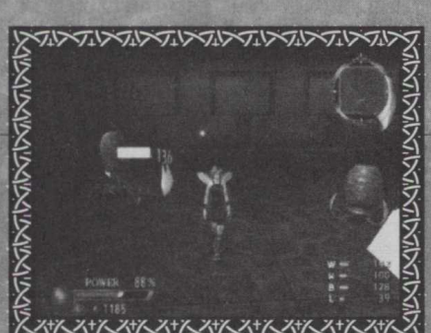
Start attacking the Hentacles. However, don't use the Premier Spear, as it will heal the creatures.

NOTE

Pay attention to the points shown after you hit an enemy. White points indicate that you've damaged the enemy. Green points indicate that the enemy has been healed as a result of your attack.



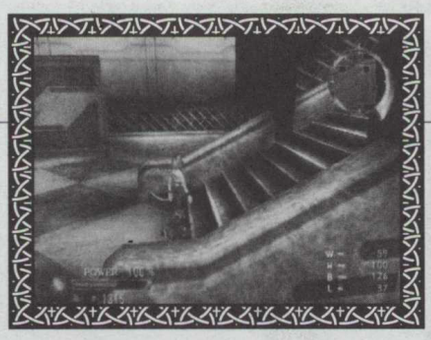
Instead, head to the northwest corner of the room and open this treasure chest using the Action Button. Inside is a new weapon, the Bloodclaw.



Use the Bloodclaw to take out the remaining Hentacles before exiting through the door to the south.

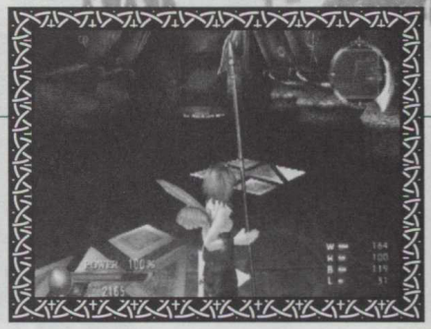
You find yourself in a large lobby on the other side of the door. There are four staircases and a large Transport Symbol in the center. If you use the Action Button on the Transport Symbol, you'll discover that the Transport Device cannot be used without Transport Palmira. It looks like you must locate some of that first.

Human Research Lab 2F

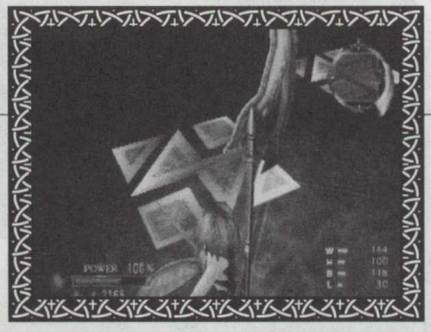


Begin by heading up this staircase in the northwestern corner of the lobby.

Follow the path down the hallway, then head inside this door to the Cultivation Room.



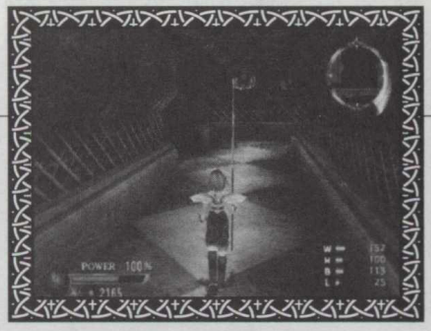
Two Bodulums begin to move in as soon as you enter the room. If you've still got the Bloodclaw equipped, switch to the alternate weapon or select a new one. The Bloodclaw will heal these monkey-types.



Either defeat the two Bodulums, or avoid them and run to the opposite side of the room and out the door to continue. However, you need to be careful where you step. Look for these symbols on the floor and avoid them. If you step on them, you'll become cursed and lose health.

TIP

You can use an Orb of Atonement to cure a cursed status.

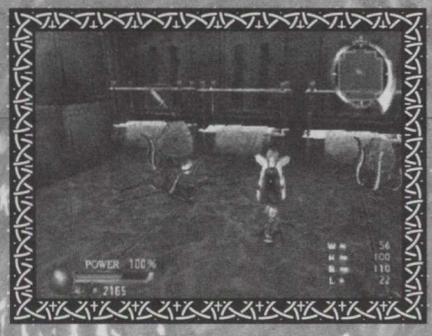


After heading through the door in the east side of the room, you reach this hallway. Follow the hallway to the south, then follow it again as it turns to the right and heads west.

Along the way, you pass this locked door to the Library. We can't do anything there right now, but you should note its location for future reference.

Sharline's Quest

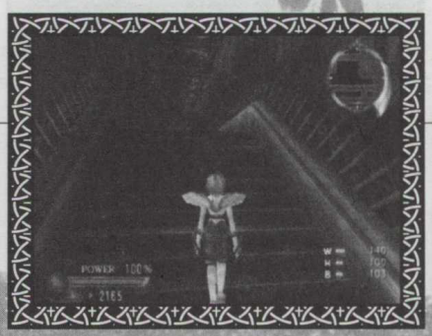
Continue to follow the hallway until you reach this doorway to the East Resting Place.



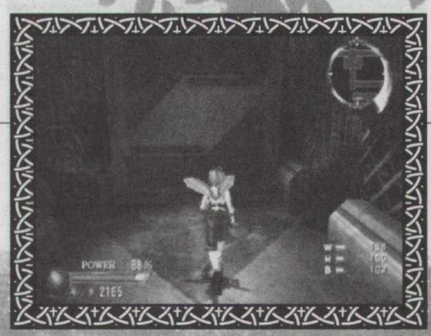
If you peek inside the East Resting Place for a minute, you'll find several beds and a few Hentacles. The beds can be used to heal yourself if necessary.

Exit the East Resting Room and continue to follow the hallway to the west. Turn to the left when you reach this closed gate. Then follow the hallway, which now heads to the south, before quickly turning to the west yet again.

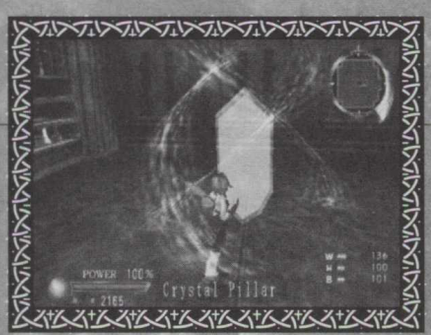
This doorway atop the steps leads to the Commander's Room. It's locked for now, so move on.



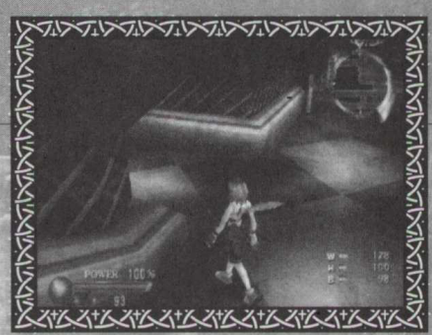
Continue to head west until you reach this staircase adjacent to another hallway that heads to the north. Try the staircase for now.



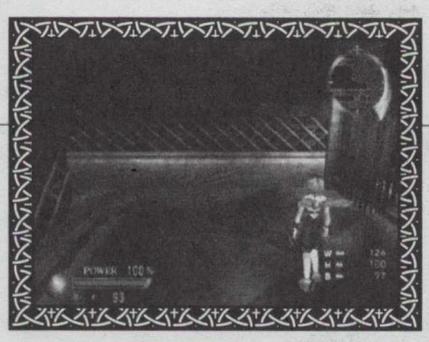
Head up the staircase, down the hallway, then through the door into the Warehouse.



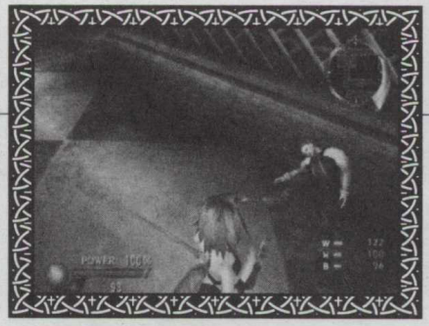
You find this Crystal Pillar inside. It's a good idea to save your game at this point—plus you've probably earned a few more Palmira Pieces that are burning a hole in your pocket.



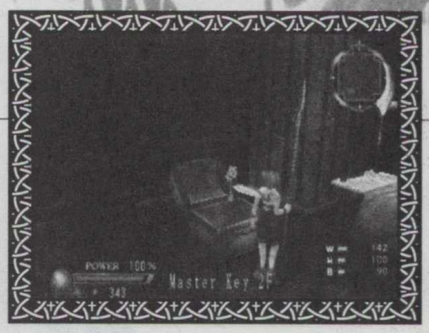
Once you're all set, head out of the doorway, down the staircase, and into the hallway at the bottom that leads north.



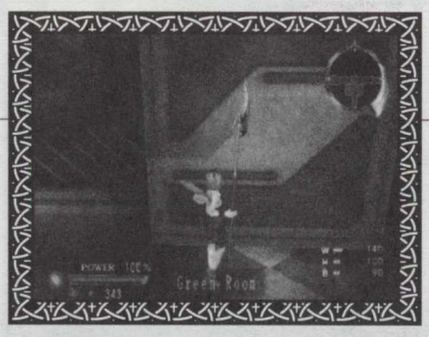
The north hallway is pretty short, and it takes you to this hallway with a gate to the east and a staircase to the west. Take the stairs and follow the hallway at the bottom.



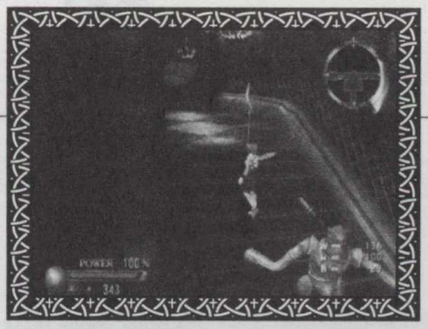
Inspect the man lying on the floor to find a Billiana Fruit.



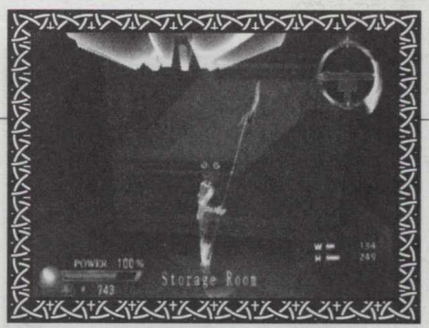
Then continue down the hallway to this door that leads to the West Resting Place. You find a couple of Bodulums inside, but you also find this treasure chest that contains the Master Key 2F.



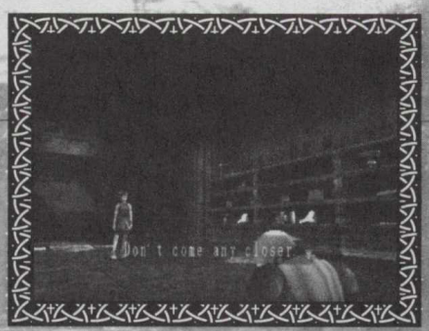
Once you've grabbed the key, head outside of the West Resting Place and go north until you reach this doorway into the Green Room.



There are staircases on either side of the doorway. Climb the staircase to the west and follow the hallway.



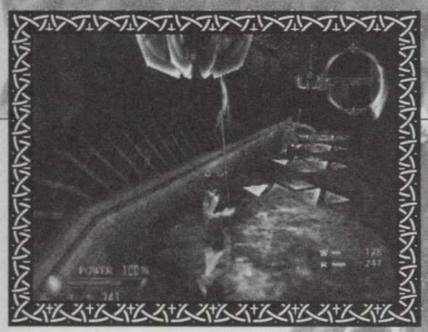
At the end of the short hallway you reach this door into the Storage Room. Head inside.



Avoid the cursed symbols on the ground, and approach the man against the back wall. As you near him, he speaks with you.

During the conversation you learn that the man's name is Orladin. Orladin is a member of the Royalty who's also looking for Morpheus. After some quick emergency treatment, Orladin promises to pay you back for your help.

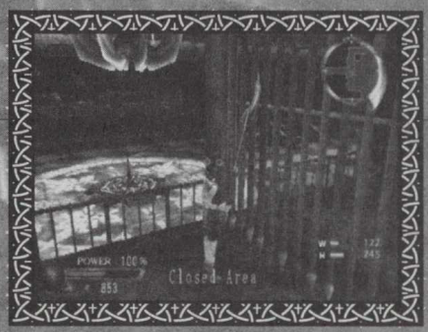
Human Research Lab 2F



Now return to the entrance to the Green Room, then head up the staircase to the east. At the top, you find this hallway with four cursed symbols down the center. If you're careful, you can make it through by running toward the wall and avoiding the direct center. However, if you're low on health, you're better off safe than sorry.

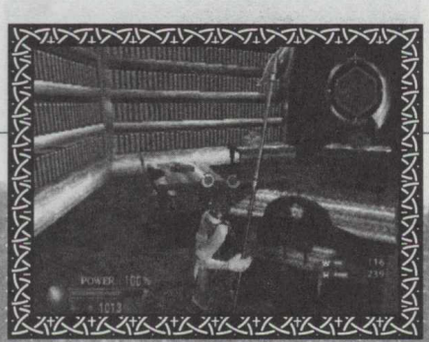
TIP

For a sure-fire way over those cursed symbols, try using the Float Palmira Action associated with the Dragolos Boots and Dragolos Armor.

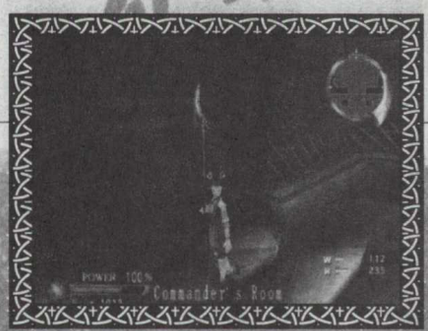


After you pass the symbols, you find this closed gate and another door to the Green Room. You also notice that you've returned to the lobby area.

At this point, start revisiting some of those locked rooms using the Master Key 2F. Begin with the Library.



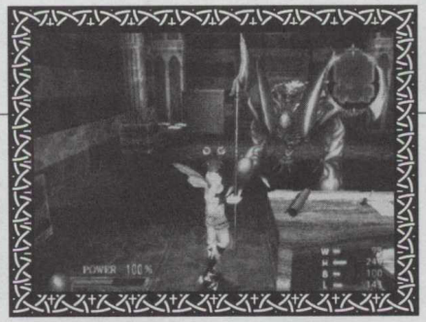
Inside the Library, you find several desks arranged in a circle. Some desks have books on them; make sure you read each one.



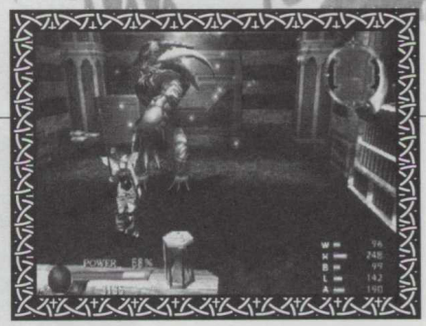
Once you're finished in the Library, return to the Commander's Room and head inside.

You encounter Morpheus just as you enter. Of course, the first thing you want to find out is the whereabouts of Sienna.

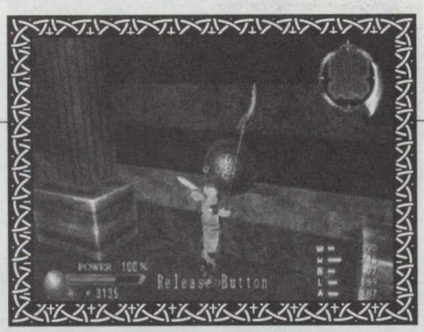
Morpheus is not willing to talk just yet. If you can make it downstairs, he's willing to give you an answer.



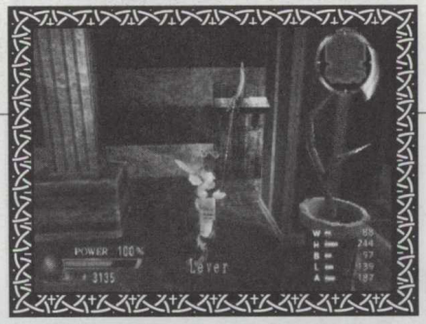
However, you must get past one of his pets. This boss isn't too tough, but you must be quick on your feet to avoid his projectile attack. His physical hits are pretty gruesome as well, so try to avoid getting too close.



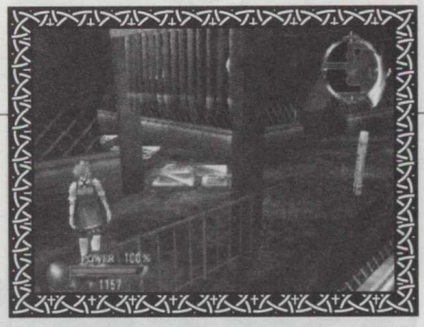
You should use the Premier Spear or Majestic Sword, and it always helps to attempt a hit from behind. However, if you can get in a good volley, it's worth taking a couple of hits to your own health meter.



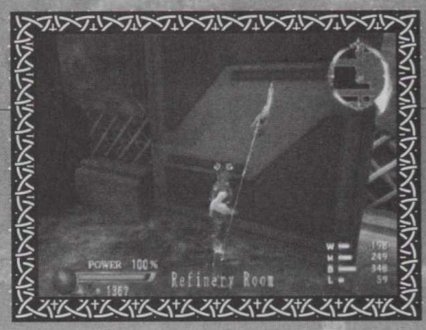
After the battle ends, you notice something happening to the Release Button behind the desk. Pressing the Release Button with the Action Button releases the gate adjacent to the second Green Room doorway.



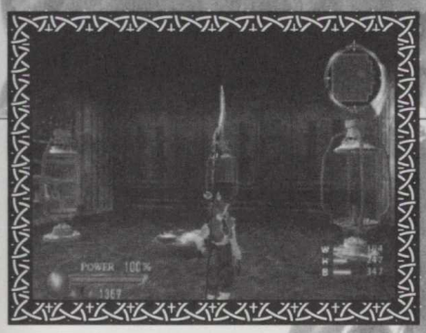
To the left of the Release Button is this lever. Use the Action Button on the lever to raise the other gates you've encountered.



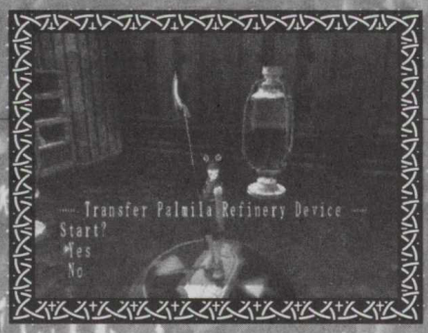
Now you must hurry and head for the gate that was raised by the Release Button. It will lower again if you don't get there quickly. If it does lower, simply return to the Commander's Room and press the Release Button again.



You find this door just beyond the gate. It leads to the Refinery Room.

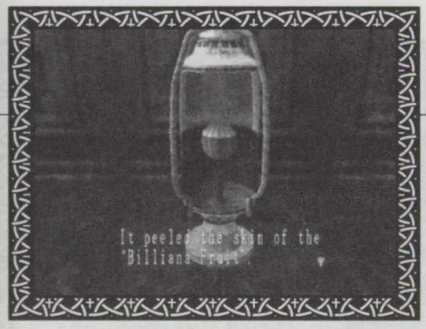


Now approach this floor panel inside the room. It's the Refinery Device Activation Panel. To operate the panel, simply stand on top of it and press the Action Button.



The first screen that appears asks if you'd like to start the process. Hit "Yes" to proceed.

The next screen asks which device to place the Billiana Fruit in. Choose the blue device first.



The blue device peels the skin off of the Billiana Fruit. Afterwards, you're asked which device you'd like to place the fruit in next. This time, select the red device.

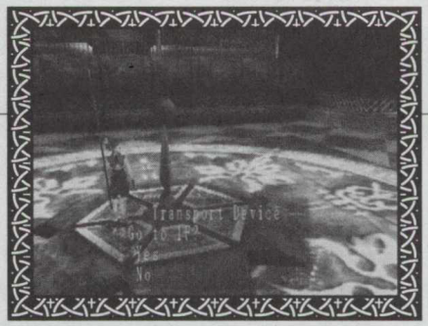
The red device removes the fibers of the Billiana Fruit. Afterwards, choose to place the fruit in the black device.

This creates the Transport Palmira needed to operate the Transport Symbol. Don't forget to grab it from the last device before you leave the room.

NOTE

If you are unsuccessful in creating the Transport Palmira, you will need to obtain another Billiana Fruit before you can make your next attempt. You can find one if you search the Green Room. Remember to access the devices in the proper order (blue, red, then black) in order to create the Transport Palmira.

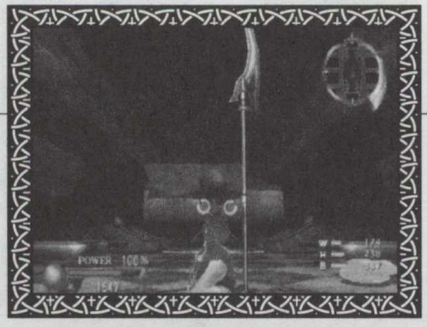
With the Transport Palmira safely in your inventory, you can leave the Refinery Room. Use this gap in the balcony to jump down onto the lobby floor below you.



Approach the Transport Symbol in the center of the lobby and press the Action Button.

Press "Yes" when asked if you'd like to go to the first floor. Once you do, this blue light appears and whisks you away.

Human Research Lab 1F



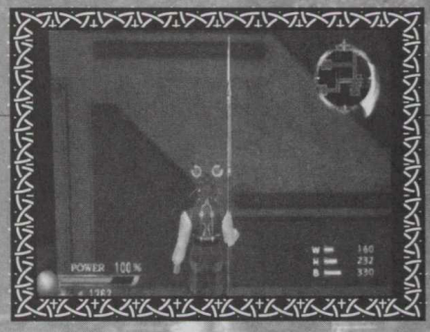
You appear in a similar-looking lobby, but there are some immediate differences to this one. Do you see those moving platforms up above?

Don't stand still for long, however. Several creatures, including a Bodulum, surround you looking for an easy kill. They won't be satisfied.

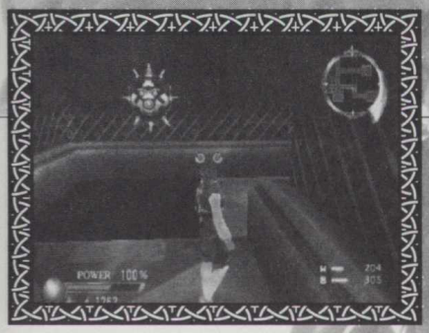
Keep an eye on where the battles are headed when dealing with the creatures in the lobby area. If you try to battle under the paths of the moving platforms, they will occasionally cut into the camera angle and blind you momentarily.

CAUTION

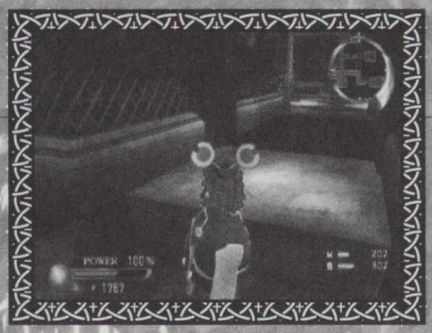
After dispensing with the creatures, you can have a better look around. Like before, there are four staircases leading up from the lobby.



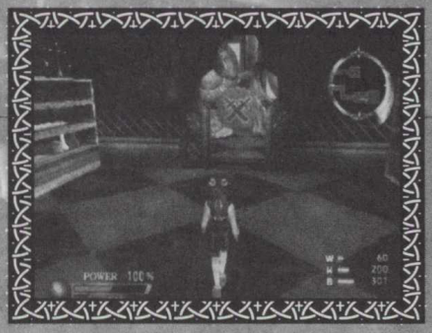
Begin by heading up the south-eastern staircase, past the landing, and up to this door.



Head through the door, then step onto the moving platform. It's best to do this to the right-hand side so you can avoid the attacks from the device on the opposite wall.



Quickly run off of the moving platform onto this landing. Then, turn and step on the next moving platform.

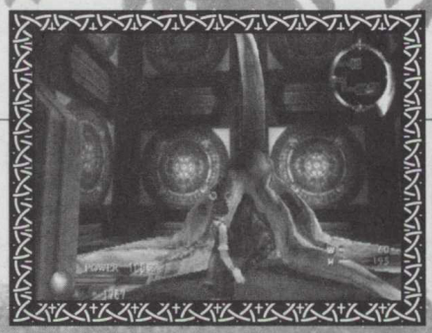


When you run off the second platform, you arrive at this room. Equip the Valbec Club, then approach the green Seal of Tree in the back of the room.

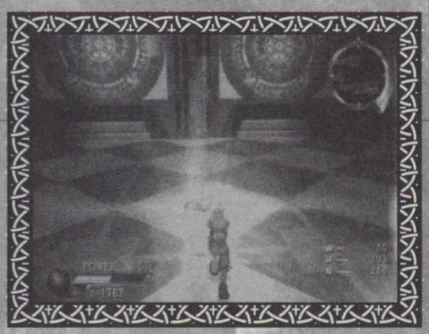
Make sure that you are standing directly in front of the Seal of Tree with the Valbec Club as your primary weapon, then press the Action Button.

NOTE

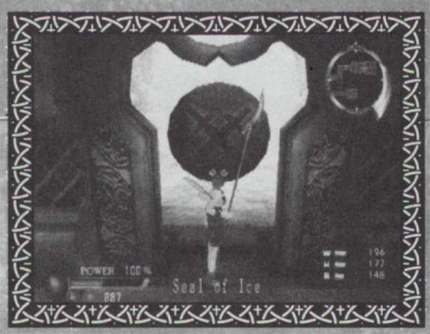
If you fall off of the moving platforms, you will land in a small underground area. Use the radar in the upper-right corner of your screen to find a way back to the upper areas. There are some creatures down here, so take care of yourself. You also find a Crystal Pillar.



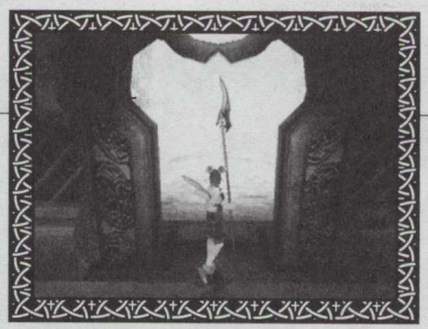
The Seal of Tree slides upwards and gives you access to the room beyond it. Inside, you find the Element of Tree in the center.



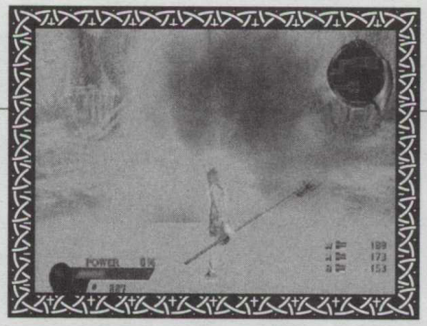
At this point, head into the Equipment menu and equip the Volt Suit. Then, use any of the Lightning Palmira Actions. This clears the Element of Tree from the room and causes a smaller version to appear in the southern transport room.



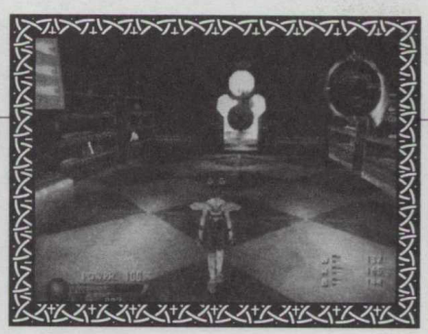
Now proceed up the northeastern staircase. Like before, you must navigate a couple of moving platforms to reach the room with the seal. When you arrive, equip the Premier Spear.



Approach the Seal of Ice, making sure that you have the Premier Spear as your primary weapon. Press the Action Button directly in front of the seal to make it slide upwards, allowing you access to the room beyond.

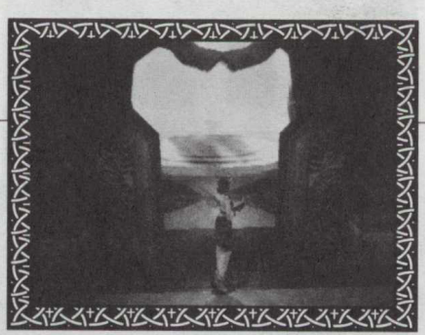


You find the Element of Ice in the next room. To counter it, you must equip the Flayed Skin Armor. Next, use any of the Fire Palmira Actions associated with the Flayed Skin Armor. This clears the Element of Ice from the room and causes a smaller version of it to appear in the southern transport room.

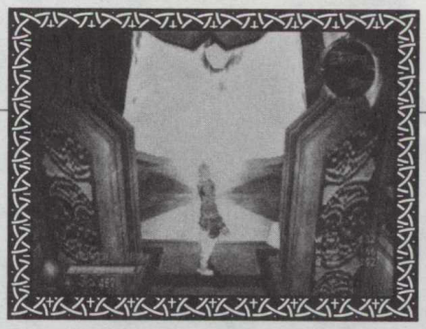


This time, head for the northwestern staircase. When you reach the seal room after the moving platforms, equip the Bloodclaw.

Human Research Lab IF



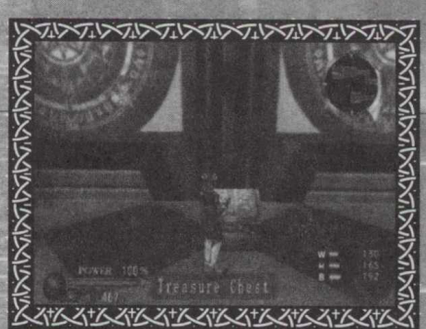
Stand in front of the Seal of Flame with the Bloodclaw equipped as your primary weapon. Press the Action Button to raise the Seal of Flame and allow you access into the next room.



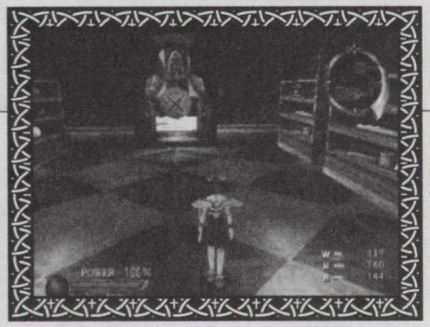
In the next room, you encounter the Element of Flame. To clear the room you must equip the Armor of Frost and use the Ice Raid Palmira Action. Afterwards, a smaller version of the Element of Flame appears in the southern transport room.

TIP

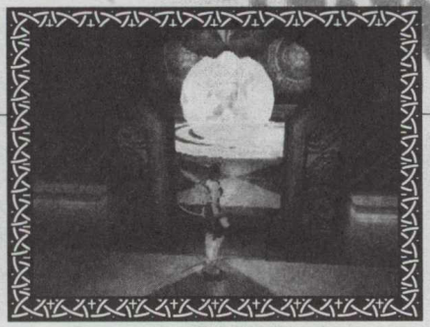
Performing the Palmira Action on the Element of Flame can be tricky due to the wave that expels from the element every few seconds. However, if you position yourself in a corner and direct your Palmira Action at the element itself, you should have no problem.



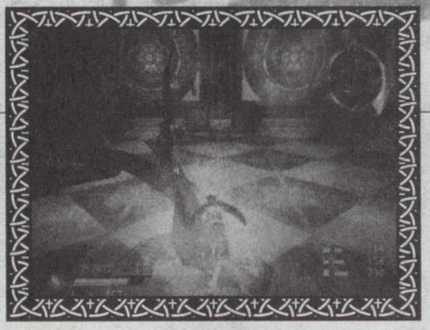
Once you've taken care of the Element of Flame, inspect the back of the room to discover a treasure chest.



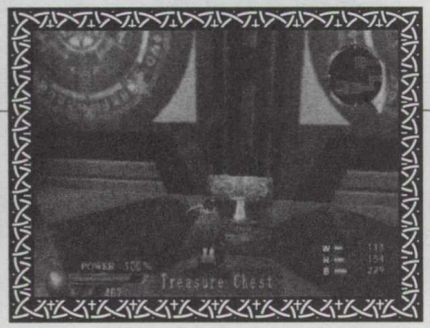
Finally, head for the southwest staircase and head through the moving platforms to the seal room. This time, equip the Soltan Bow.



Stand in front of the Seal of Lightning, making sure that you have the Soltan Bow equipped as your primary weapon. Press the Action Button and the seal will raise and allow you access into the next room.

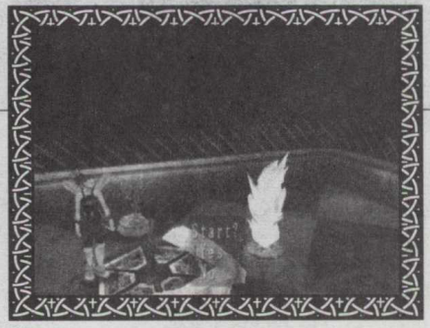


In the next room, you find the Element of Lightning. Equip the Absorption Armor, then use any of the associated Earth Palmira Actions to clear the room of the Element of Lightning and place a smaller version of it in the southern transport room.



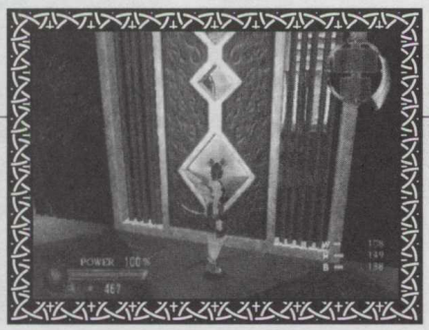
After clearing the Element of Lightning, you find another treasure chest in the back of this room. However, this time you find a Palmira Ore inside.

With all four elements in place, you can now head for the southern transport room. It's located to the right at the top of the first landing from the southeast staircase.

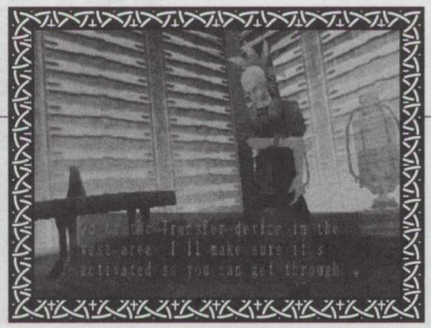


Head into the room, stand on the Transport Symbol, then press the Action Button. Select "Yes" when it asks if you'd like to start.

You're instantly transported to another room in the Human Research Lab. Step off the Transport Symbol and have a look around.



Exit the small room with the Transport Symbol, then approach this odd-looking doorway. Use your Action Button to get inside.

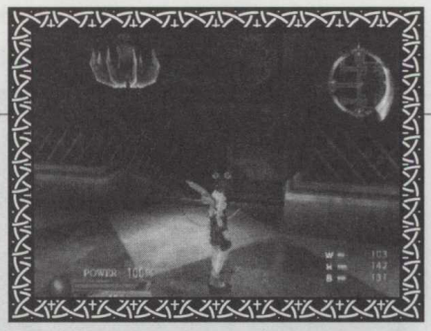


Inside the room, you meet Morpheus's granddaughter. However, she does not appear to condone whatever it is Morpheus is up to. In fact, she agrees to help by activating the west transporter.

TIP

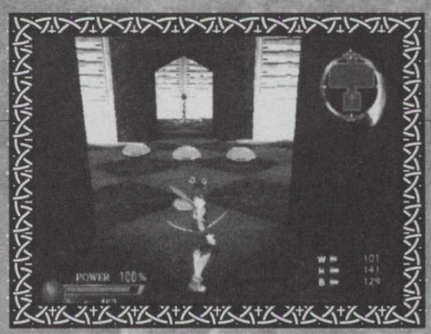
You can rest and replenish your health using the bed in Morpheus's granddaughter's room.

Return to the transporter that brought you, then follow the path directly in front of you until you reach the stairs to the right that lead to the Crystal Pillar. Now step onto the moving platforms that take you over the lobby area, and use them to reach the opposite side.

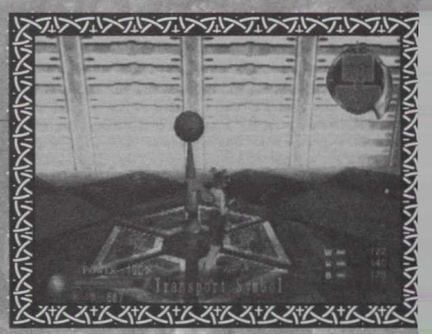


Head through the door on this side of the lobby to enter the underground of the west side. Immediately ahead of you is a small room that contains another Transport Symbol.

Step onto the Transport Symbol and use your Action Button. Select "Yes" to be transported to the next area.



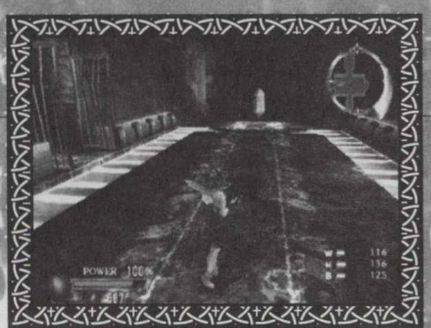
As you step off of the Transport Symbol in the new area, three creatures fall from the ceiling. Take them out, then proceed to the next Transport Symbol to the north.



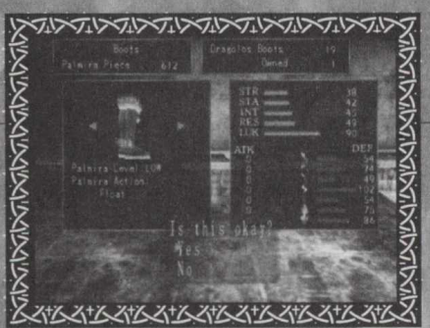
This Transport Symbol takes you to a whole new area, the Underground Research Facility.

Underground Research Facility

You are transported to a green platform that appears to be suspended high up in a large chamber. You can't do much good way up here, so proceed to the east and jump off the side.

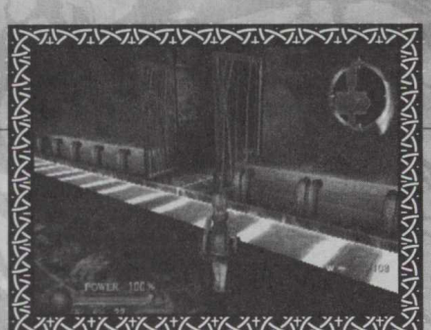


You land on this ledge in front of a large door. The door leads to the Isolation Area. Inside, you find a Crystal Pillar.



Use the Crystal Pillar to save your game and visit the Shop. Inside the Shop, change the colors of one helmet, armor, and boots to blue. You'll need them later on.

Optional

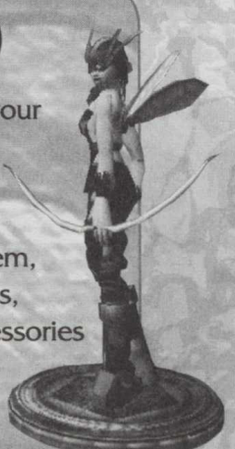


Head through this open-gated doorway to the north into the cavern. The gates close behind you, so you have to find another way out.

Now follow the path on the other side until you reach this wooden walkway to the west. Follow the walkway until you reach a ledge.

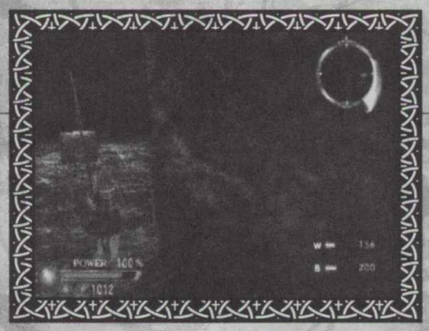
TIP

To increase your chances of receiving better Palmira Pieces, and more of them, choose weapons, armor, and accessories that increase your luck.

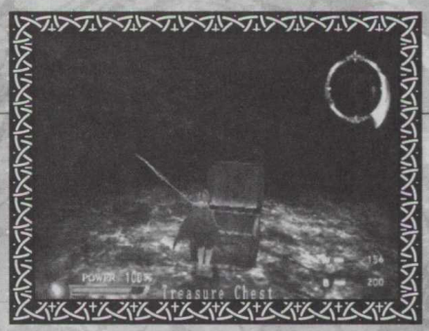


Continue until you reach this fork in the path. You must follow the path to the southeast, as the other path leads to a dead end.

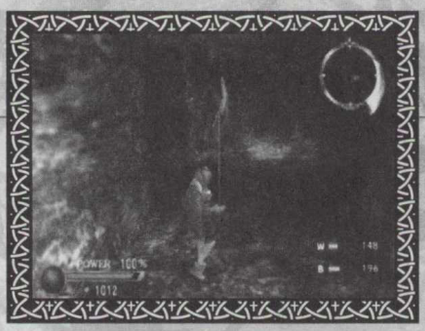
You soon reach another fork in the path. This time, take the eastern fork.



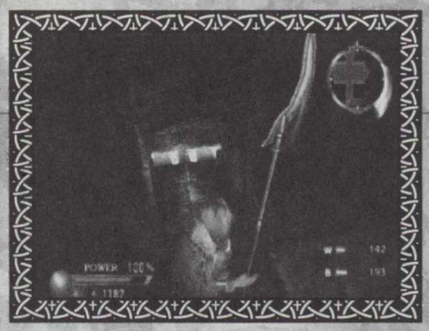
The eastern fork leads you to this room where you see a treasure chest at the center.



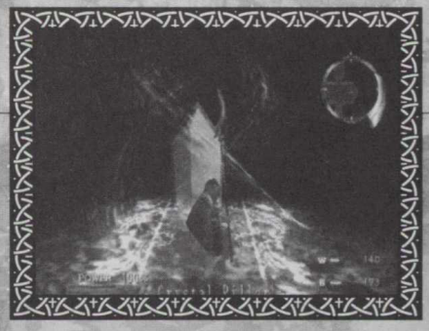
Open the chest to receive the Ring of Resist, which increases both flame and ice attributes when equipped.



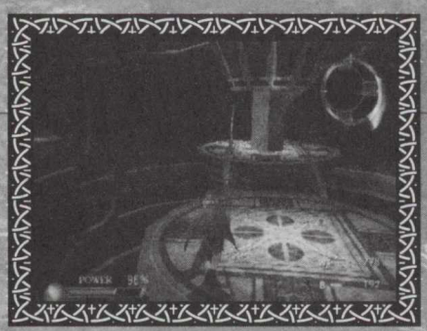
Now return to the main path and follow it to the east.



The path winds around in several different directions until you reach this area just before a large drop.



Go ahead and take the drop to return to the Isolation Room. Hopefully, you've gathered a ton of Palmira Pieces in the cavern. If so, do your shopping now because you won't find any Crystal Pillars for a while.



Now return to the previous area and step up to the ledge. Wait for the rotating green platform to get close, then step onto it as it passes.

CAUTION

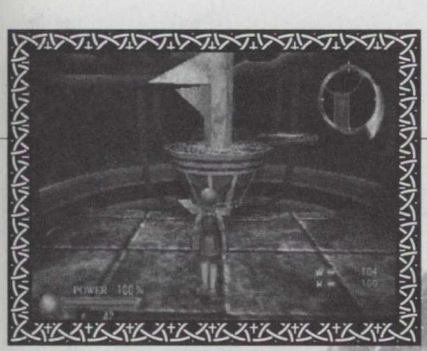
Watch where you step as you attempt to get onto the rotating platforms. If you fall off, you will die.

Sharline's Quest

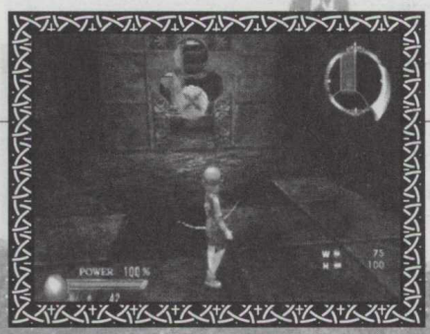
Ride the rotating platform over to the next stop, the ledge to the south.

Head through the door on the other end of the ledge to find a statue of the Blue Lightning Goddess. If you use the Action Button on the statue, you will find a message indicating that the statue is waiting for a warrior wearing a blue outfit.

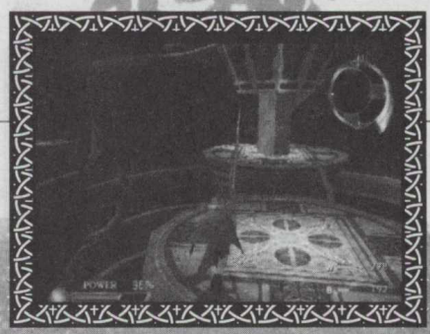
Put on your blue armor, boots, and helmet. Also, equip the Soltan Bow as your primary weapon. Once you're all set, use the Action Button on the statue once more. This time, the statue drops something—the Left Winged Key. Pick it up.



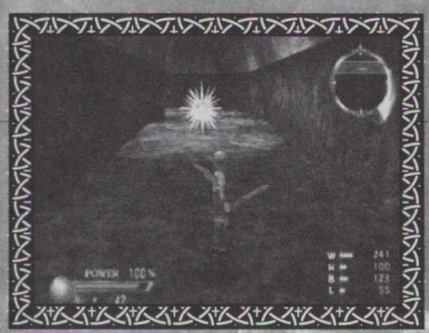
Return the way you came in, and head back to the rotating platform. Step on the platform again, and ride it one more stop so that you get off at the northern ledge.



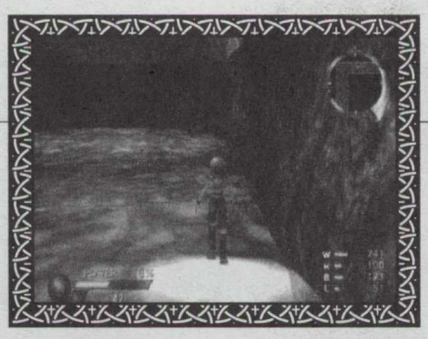
You encounter the Seal of Flame once more. To get past it, equip the Bloodclaw, then use the Action Button.



Beyond the seal, you reach another chamber with a rotating platform at the center. Step onto this platform and take it to the northern ledge.

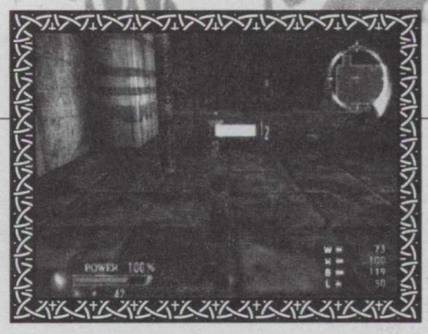


Step off of the platform, then head through the door that's in front of you. Follow the hallway behind the door until you reach this poisoned section of the floor.



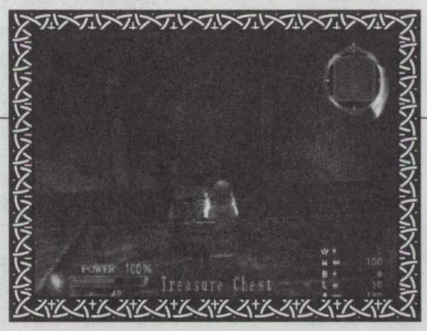
To cross the poisoned section, you must equip either the Dragolos Boots or the Dragolos Armor, then use the Float Palmira Action. You can float over the poisoned floor unharmed. Just remember that you must hold the Palmira Action Button down in order to sustain the float.

After you've passed the entire poisoned floor, you reach a doorway to the Mirror Laboratory. There's nothing else to do out here, so head inside.

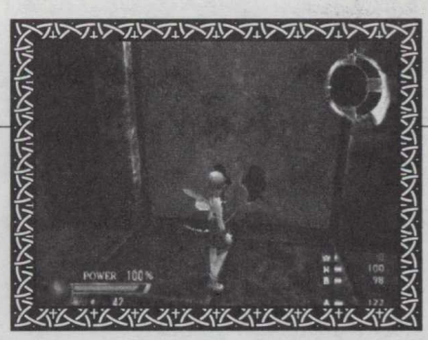


Head toward the large mirror and fight the twin image of yourself that walks out. You must do this four times. Occasionally, after you defeat one of the twins, you can pick up a Palmira Ore.

Once you've defeated all of the twin images, you can use the doors again. Head to the southern door, which leads to the Storage Room.

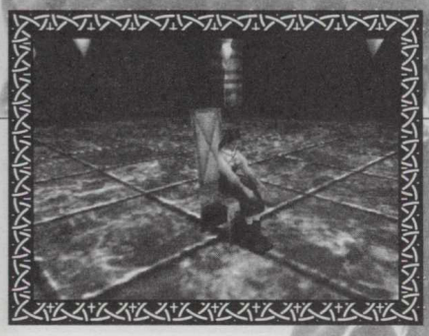


Inside the Storage Room, you find this treasure chest. Open the chest to obtain the Right Winged Key.

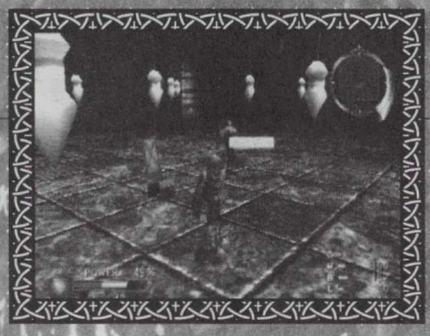


Now return to the chamber with the second rotating platform. Jump onto the platform and ride it over to the east ledge.

Get off on the east ledge, then approach the doorway. The door leads to the Test Room. If you use your Action Button as you stand directly in front of the door, you will use both of the Winged Keys to open the door.



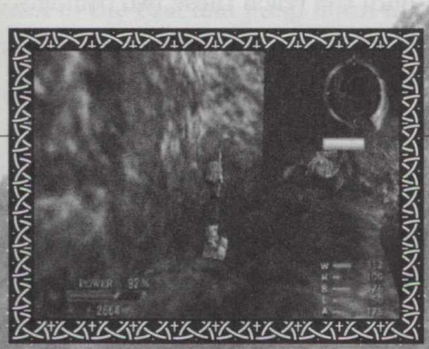
Inside the Test Room, you find Sienna seated in a chair. As you approach, Morpheus's voice can be heard, and it becomes clear that something is not right.



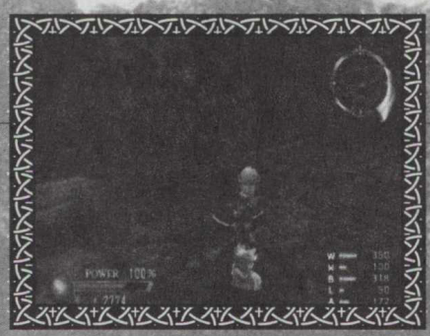
Sienna begins to attack, so you must defend yourself. Make certain to equip your strongest gear, along with the Bloodclaw or Soltan Bow. The Shockwave Arrow Palmira Action of the Soltan Bow is particularly effective, but there are others as well. The usual method of combat applies here too—just sneak around back and fire at will.

Once you've defeated Sienna, Morpheus transports you to a new area, the Abandoned Road.

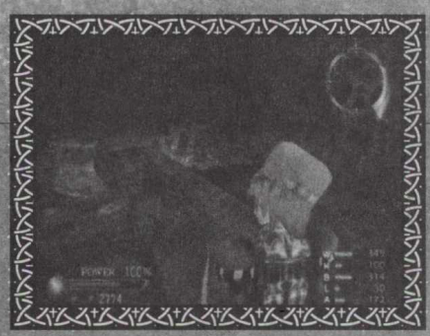
Abandoned Road



The Abandoned Road is an interesting area. You must be particularly cautious in this region, as the path is narrow, and it is rather easy to fall into the lava. The same holds true when dealing with enemies; one good hit could be enough to send you over.



From the starting area, carefully follow the path as it winds around. Eventually, you reach this fork in the path.



Follow the fork to the south until you reach this gray bridge leading to the east.

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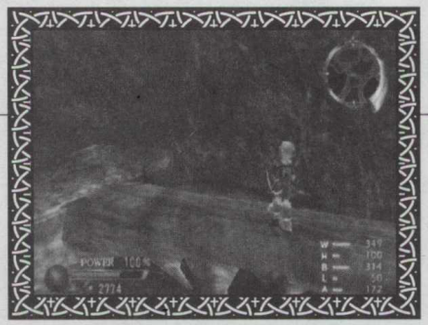
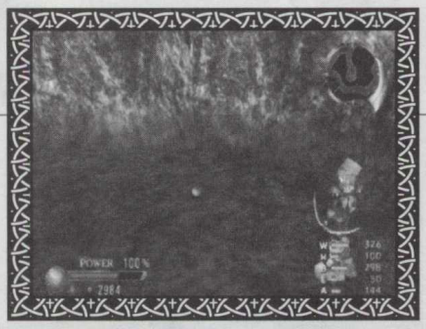


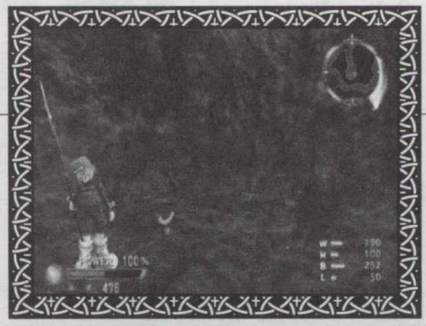
Carefully cross the bridge.

On the other side of the bridge you are presented with this fork in the path. Follow the fork to the south for now.

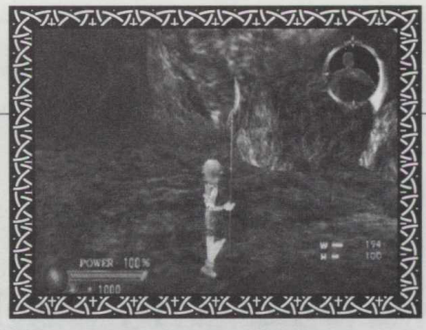
You find this room full of creatures at the end of the path. Keep on your toes, and at least take out the Arachne.



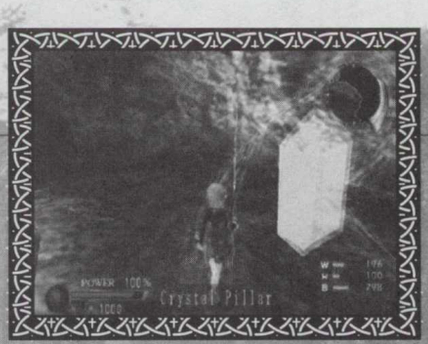
If you defeat the Arachne, you will be able to retrieve the Blue Sphere.



You also find a Red Fruit in the back. Pick it up before returning to that last fork near the gray bridge.



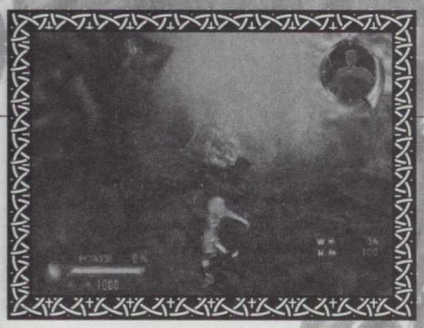
Head east from the gray bridge until you reach these two boulders blocking the path. You'll deal with them in a second; for now continue to follow the path a little farther.



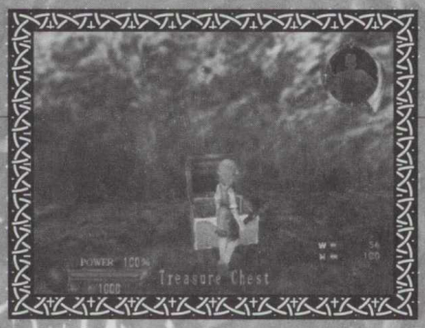
At the end of the path, you find a Crystal Pillar. Make sure to save your game and stop by the Shop before continuing.

Now equip the Valbec Club as your primary weapon, then return to the two Boulders.

Sharline's Quest



Use the Crush Palmira Action on the two boulders to get through.

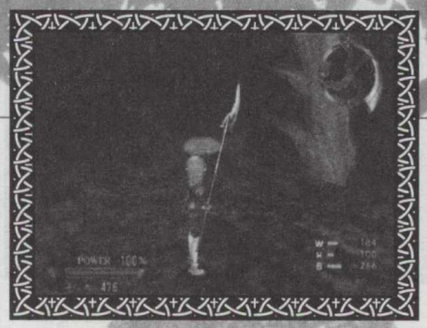


You find this treasure chest in the room behind the boulders. Open it to obtain the Elite Bow.

Return to the gray bridge and cross back over. Once you are back on the other side of the bridge, take the path to the south to continue.

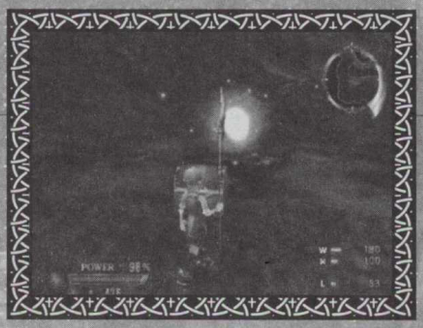
Follow the path until you must turn to the east and jump down to a lower path.

Then continue to follow the lower path until you reach this large, bone-like structure jutting out of the lava.

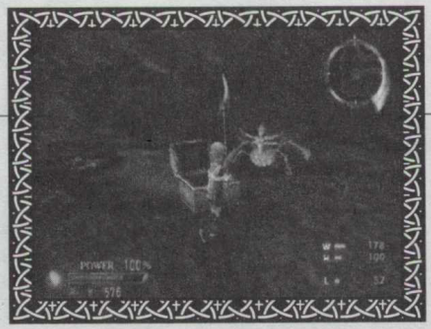


Drop to another lower path just before the bone-like structures. Then head south to continue.

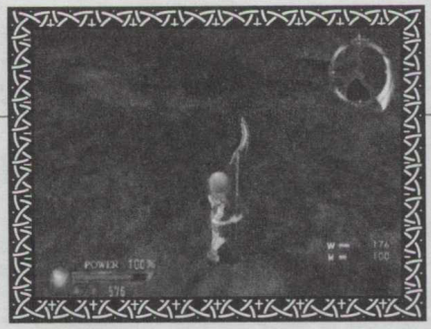
Hold up for a minute when you reach the lava over the path. In order to cross, you must use the Float Palmira Action like you did before with the poisoned floor.



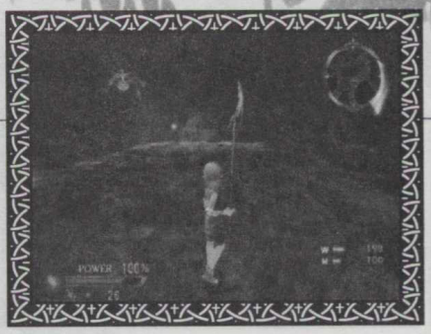
You find this treasure chest on the other side of the lava covering the path.



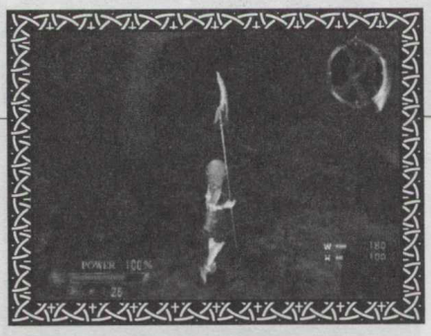
Open the chest to obtain the Red Sphere.



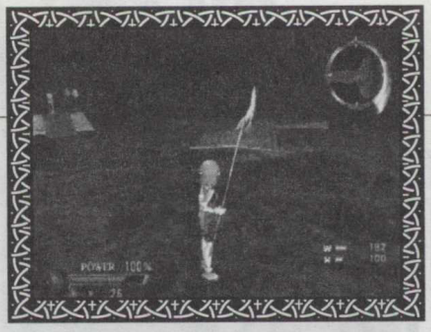
At this point, you need to backtrack along the path as far as it goes. You reach this ledge at the end.



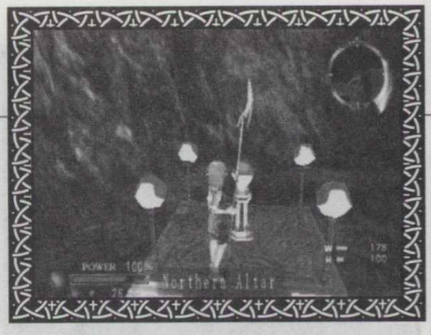
If you jump off of the ledge, it will return you to the path near the gray bridge from before.



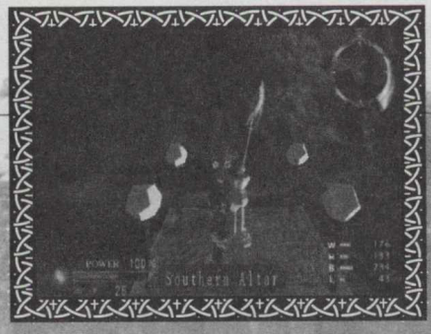
Cross the bridge and follow the path to the south until you reach the bone-like structures once again.



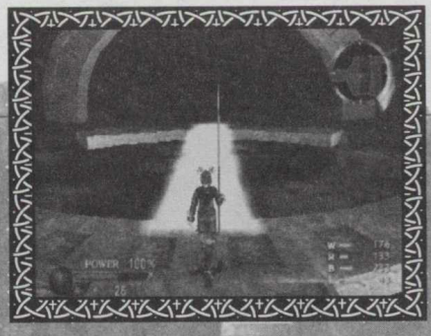
Instead of jumping to the lower path, pass the bone-like structures and continue east until you reach these altars.



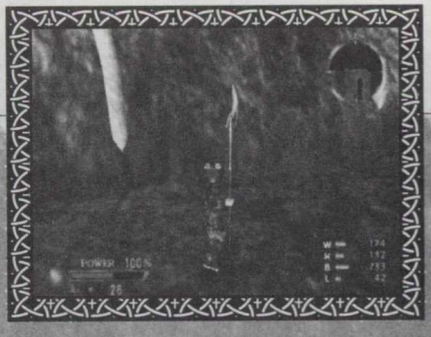
Walk up to the Northern Altar and press the Action Button to place the Red Sphere.



Now walk up to the Southern Altar and press the Action Button to place the Blue Sphere.

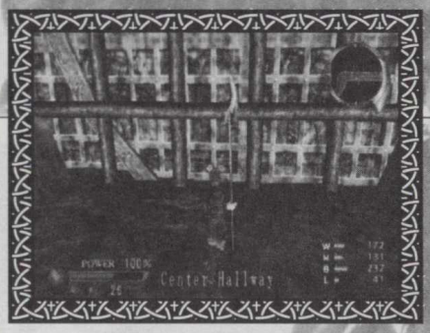


Once both spheres have been placed, an energy-bridge forms over the rift of lava.

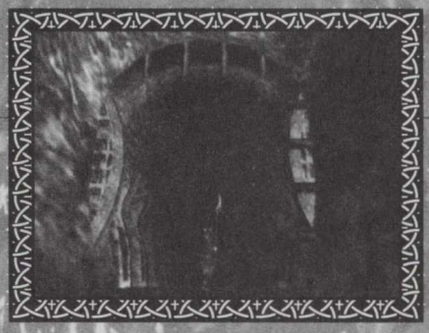


Cross over the rift, then follow the path to the northeast.

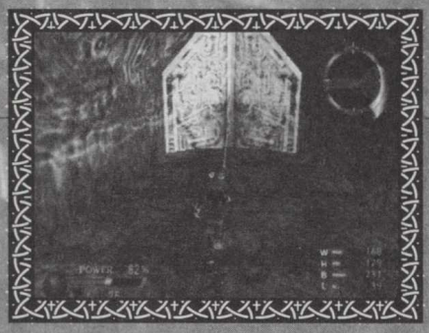
Sharline's Quest



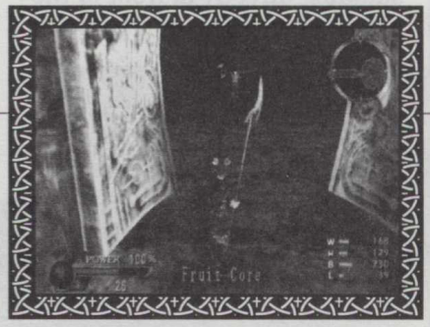
The path winds around a few times until you arrive at this doorway to the Center Hallway.



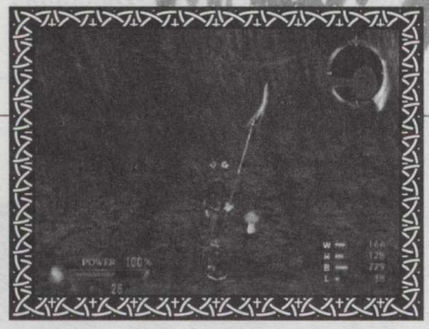
Stand directly in front of the doorway and press the Action Button to open it.



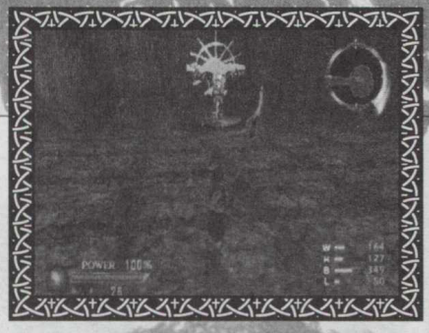
Follow the path through the Center Hallway until you reach this doorway that leads to the Fruit Core.



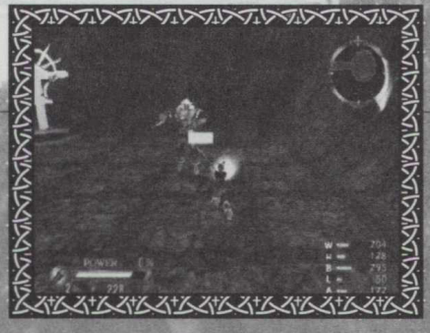
Use the Action Button on the golden doorways to the Fruit Core. Then proceed inside.



To the north of the doorway you find a Mushroom on the ground.



Approach the man in the center of the room. However, be prepared to do battle.



Try using the Premier Spear for this battle. The Applies Lightning Palmira Action works nicely.

After the battle, you speak with the man only to discover that he bears the Crest.

After trying to explain, the man decides that it would be best to show you a land where you can learn more. He uses his dying wish to send you to that land.

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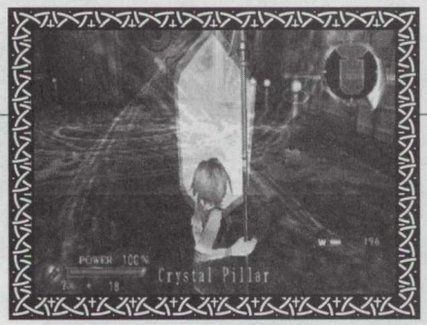
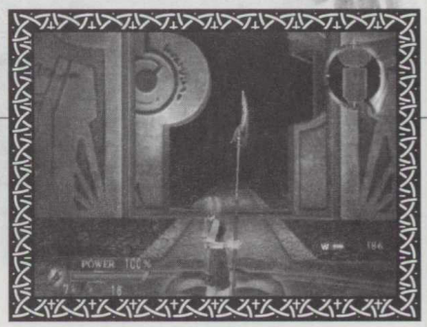
Soaring Tower

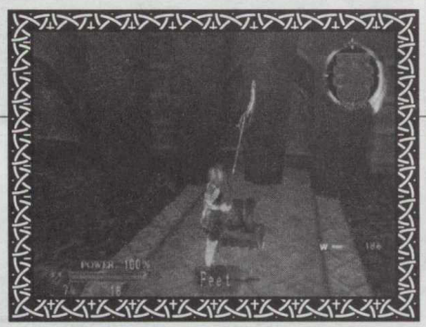


Your visit to the Soaring Tower begins inside a large room with a Crystal Pillar. Make sure to visit the pillar and save your game before doing anything else.

Once you're all set, head for this doorway, which is the Laboratory Entrance.

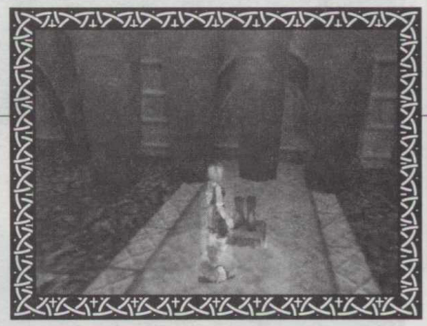


Press your Action Button while standing directly in front of the Laboratory Entrance. The ground rumbles, and the doorway splits apart.

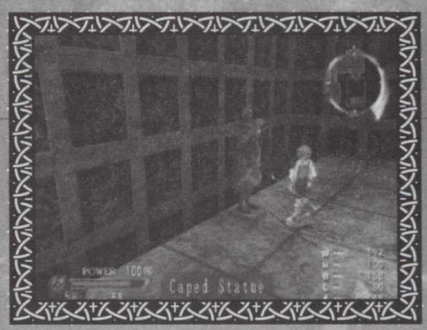


Proceed through the now-open doorway and explore the new room. You discover the Feet Statue toward the north end of the room.

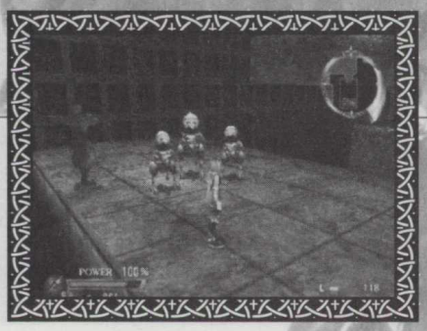
The Feet Statue looks like a pair of boots standing on a pedestal. If you press the Action Button while standing directly in front of the Feet Statue, you'll read that the Feet Statue "seeks its lost self." So, with that in mind, remove all your equipment except your boots.



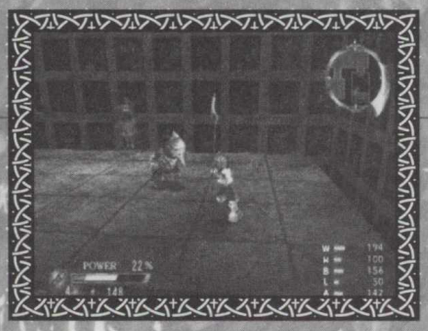
Now stand directly in front of the Feet Statue and use your Action Button once again. This time, you're transported to a different room.



First, re-equip your equipment, then have a look around. There is a Caped Statue to the south and what appears to be a stone bridge above you to the north.



You must find a way to lower that bridge somehow. However, before you have enough time to think about it, Fowlus appear all around the area.

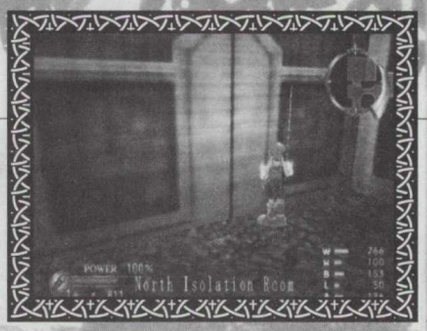


Start taking out the Fowlus, but be careful to avoid falling off the ledge.

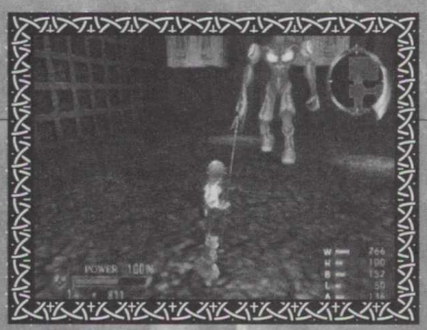
Once you defeat all six Fowlus, the bridge lowers completely, and you can cross to the other side.

Cross the bridge, then continue north through the large room to this hallway.

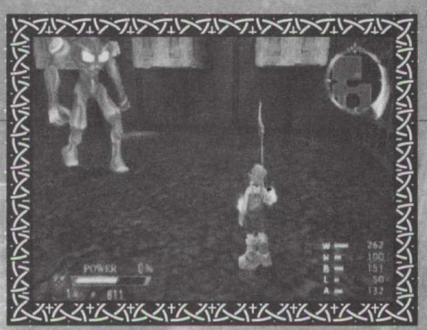
Enter the hallway. Before you can get too far the ground shakes, and a large beast, the Bashgud, knocks his way out of the western wall.



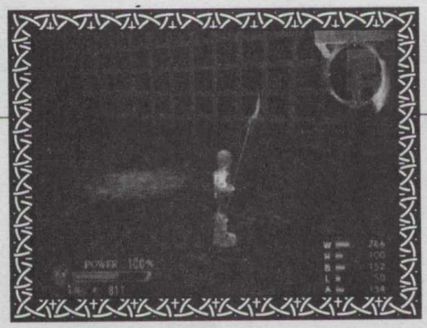
Defeat the Bashgud, then approach the doorway at the end of the hallway. This is the North Isolation Room.



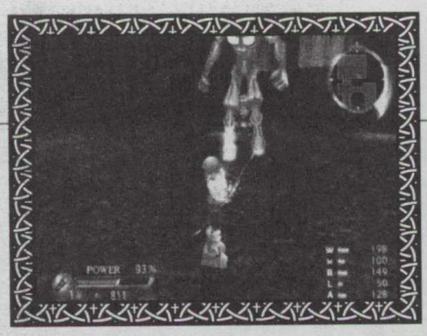
Press your Action Button to open the door to the North Isolation Room. Inside, you encounter a tall creature.



You must defeat the Clay Golem. Watch out for his attacks, as his long legs can cover a wide range.

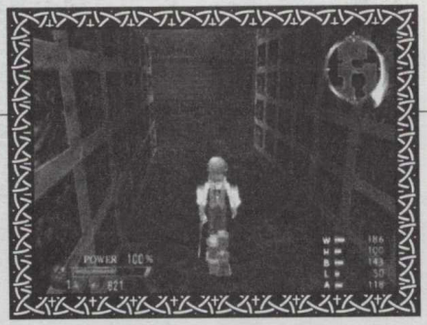


While fighting the Clay Golem, make sure to avoid these poisoned patches in the floor. Then, you have one less thing to worry about during your battle. However, you may want to have a few Antidotes around just in case.



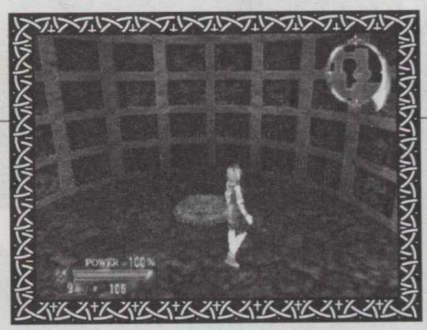
It's easiest to avoid the Clay Golem's attacks if you keep your distance. Therefore, you should use weapons like the Premier Spear and the Elite Bow. The Aerial Arrow Palmira Action associated with the Elite Bow comes in particularly handy.

Once you defeat the Clay Golem, he drops the Treasure Key on the ground. Make sure to pick it up before leaving the North Isolation Room.



Now head through this hallway to the east just outside of the North Isolation Room entrance.

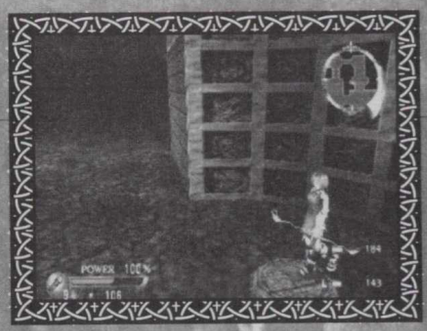
Turn south past the hallway and approach this Statue of the Archer.



Directly across from the Statue of the Archer you find this empty pedestal.

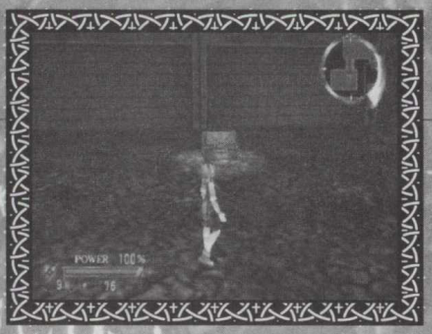
TIP

In the area south of the Statue of the Archer you find a treasure chest that contains a Mushroom..



Equip only your Speed Boots and the Elite Bow, then stand on the empty pedestal. Once you step up, you notice the doors to the South Isolation Room open.

Head for the South Isolation Room. It's located across the room and to the west of the hallway to the North Isolation Room.

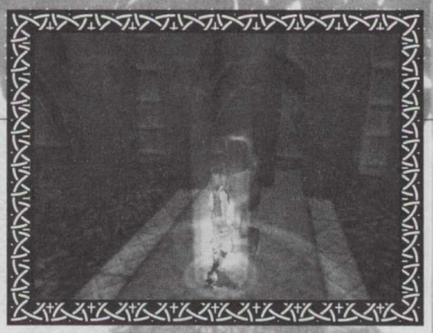


Inside you find two treasure chests. This first one above the poisoned patch on the floor contains a Life Extract.

This second one, in the southwest corner of the room, contains a Caped Statue Body.

Now, return across the stone bridge and face the Caped Statue. Press the Action Button to be transported back to the Feet Statue.

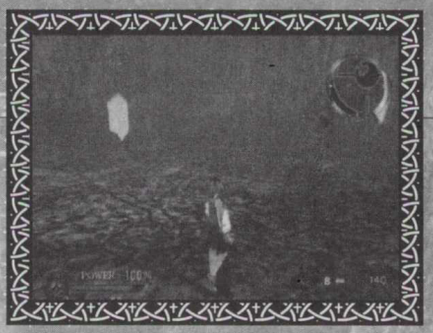
Use the Action Button at the Feet Statue to place the Caped Statue Body onto the pedestal with the Feet Statue. This changes the name of the statue from Feet to Body.



Now equip yourself with boots and armor only. Then press the Action Button while standing directly in front of the Body Statue to be transported to the next area.

Soaring Tower—Lower Part

The lower part of the Soaring Tower has quite a different look. In fact, it seems easy to lose yourself amidst the grays and the mist.



You start out adjacent to another Caped Statue and a Crystal Pillar. It's a good idea to visit the Crystal Pillar before you move on.

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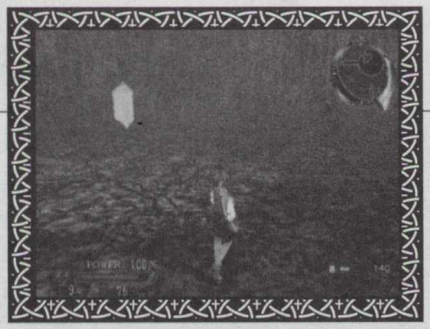
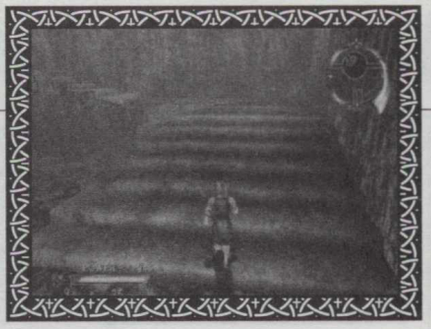


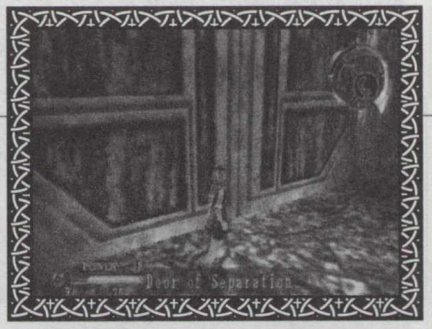
You start out adjacent to another Caped Statue and a Crystal Pillar. It's a good idea to visit the Crystal Pillar before you move on.

Now, head east through this opening.

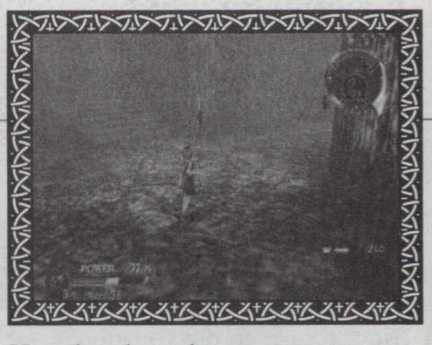


You find these stairs just after you cross through the opening. Take them up to the next area.

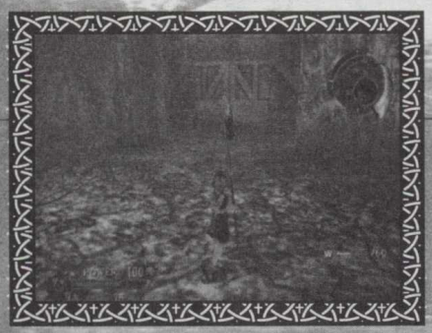
When you reach the top of the stairs, head through this opening in the northwest.



You find this door in the northwesternmost corner of the area just past the opening. It's the Door of Separation, and it's sealed for now. You have to come back later.



Now, head up this next staircase in the northeastern corner. Follow the steps up to the next area.



At the top of the stairs, head to this door to the northeast. It leads to the Forest of Knowledge. It's also sealed, but you should note its location for future reference.

Now turn around and head through this southwestern opening.

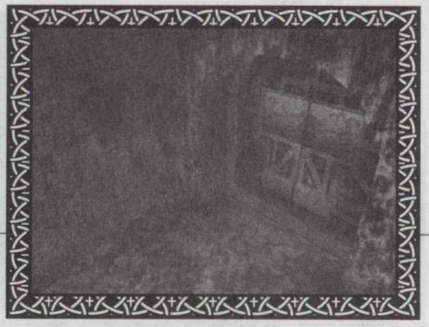
Sharline's Quest

You have to battle a Bashgud or two; however, your objective is to reach the opposite side of the area, where you find this opening to the southeast.

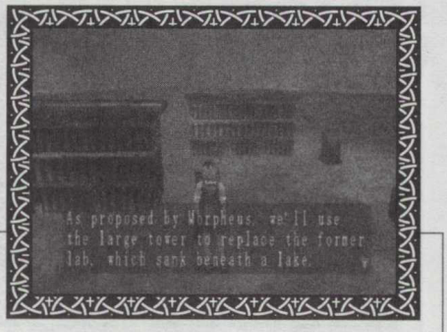
TIP

The Bashguds in this area drop one Red Fruit each time you battle them. They also keep reappearing until you've defeated approximately 10 of them. Make sure to battle all 10 so that you can fully maximize the points offered by the Red Fruit. In fact, if you've got a lot of time on your hands, consider returning to the Shop for a quick purchase or two, then head back to battle more Bashguds. They continue to refresh each time you visit the Shop.

Head through the opening, then find this Forest Symbol to the west.

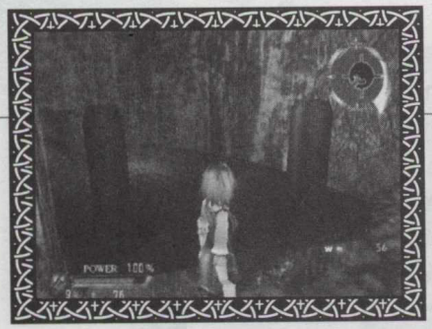


Equip your Valbec Club, then smash the Forest Symbol with it. This opens the doorway to the Forest of Knowledge for a short time. You already know where it is, but you must hurry.



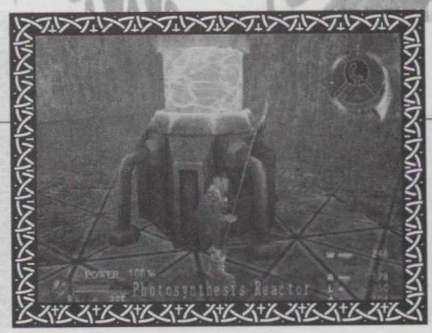
Enter the Forest of Knowledge and read the text on each of the Fountain of Knowledge plaques.

Once you've digested all of the data, you can leave the Forest of Knowledge and return along the path to the Forest Symbol. You must pass this ramp along the way.



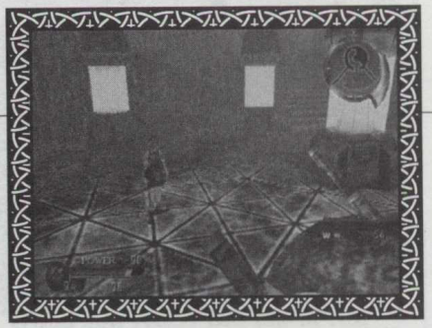
Instead of continuing along the path to the Forest Symbol, use the ramp to reach this elevator.

Use the Action Button on the elevator control panel to descend into a lower area.

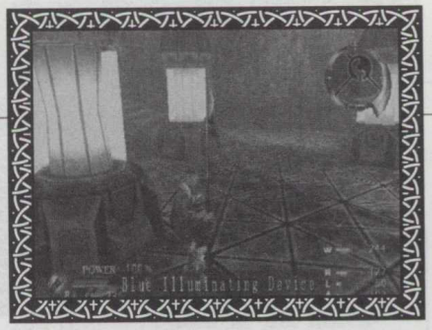


Leave the elevator by exiting to the south (not the west). You enter the Photosynthesis Reactor discussed in the Forest of Knowledge.

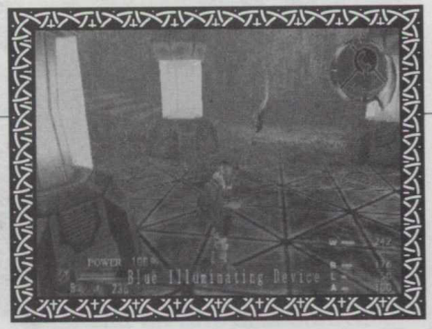
Soaring Tower—Lower Part



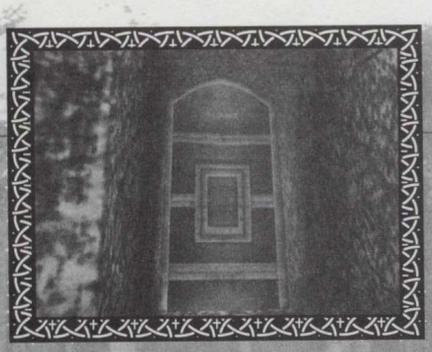
In addition to the Photosynthesis Reactor, there are three illuminating devices: blue, red, and green.



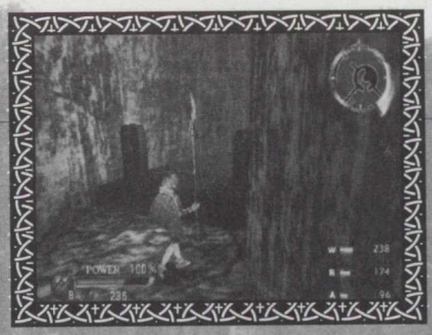
Walk up to each device and use your Action Button to turn them off.



Now, you need to turn them on again in the following order: blue, then red, then green.



Once you activate all three devices, a door somewhere beneath you opens.



Return to the elevator room and take the path to the west, which brings you to a different elevator. Use your Action Button on this elevator to reach the next area.

Exit this elevator room and encounter the Glass Golem. It's showtime, so make sure you're prepared to fight.

Sharline's Quest

Keep your wits about you and patiently attack the Glass Golem. He's not all that difficult to fight as long as you remain patient and wait for the right opportunity. As with the Clay Golem, distance is the key to this battle. Try using the Sacred Rod for the extra range the weapon offers.

After you defeat the Glass Golem, he drops an object on the ground. Pick it up to discover that it's the Caped Statue Head. You also see another door open nearby.

Climb up the staircase to the north, then exit through the now open Door of Separation.

At this point you can backtrack to the starting area with the Crystal Pillar and the Caped Statue. Save your progress, then use the Caped Statue to return to the Soaring Tower.

Back at the Soaring Tower, stand in front of the Body Statue and press your Action Button.

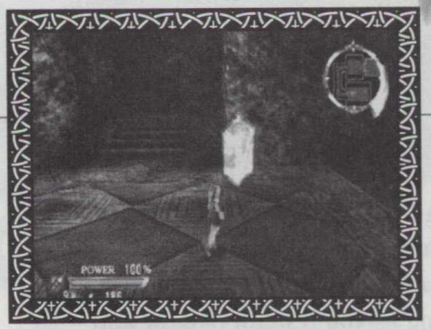
You automatically attach the Caped Statue Head to complete the statue.

Stand directly in front of the Caped Statue and press the Action Button to be transported to the next area.

Soaring Tower—Upper Part

Stay cautious of where you step here in this part of the Soaring Tower. Most of the areas are surrounded by ledges where one misstep can send you careening over the side.

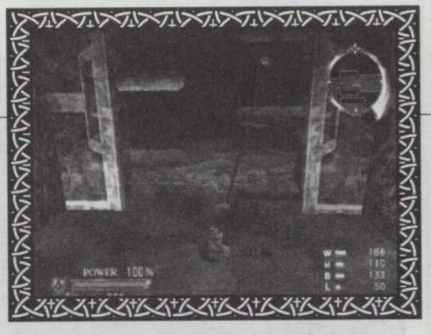
CAUTION



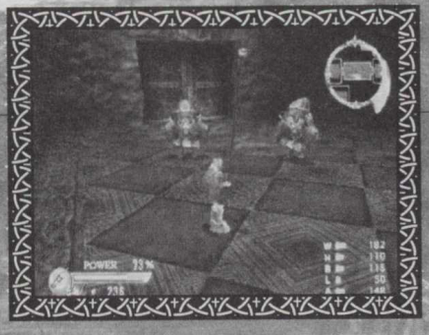
The starting area contains a Crystal Pillar. Use it to save your game before proceeding any further.

Then head west out of the starting area and up these stairs.

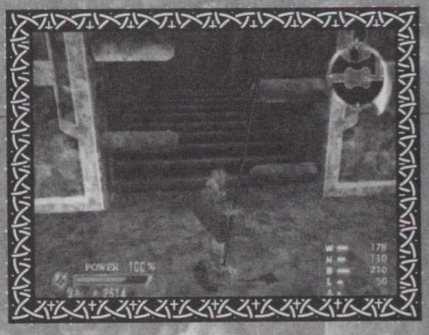
Follow the stairs until you reach this door. Use the Action Button to open it, then head inside.



Inside the room you encounter Bashguds. You must defeat them in order to open the other doorway across the hall.

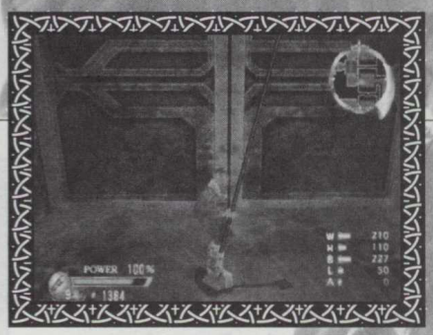


After you take out several Bashguds, the other door (to the east) opens wide enough for you to pass through.

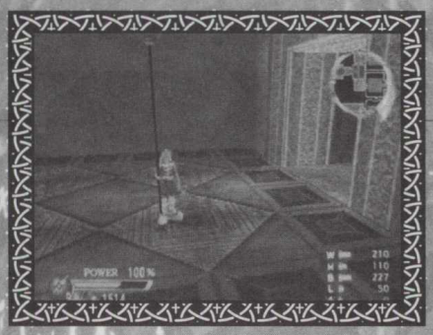


Head through the doorway, then follow another set of stairs up to the next area.

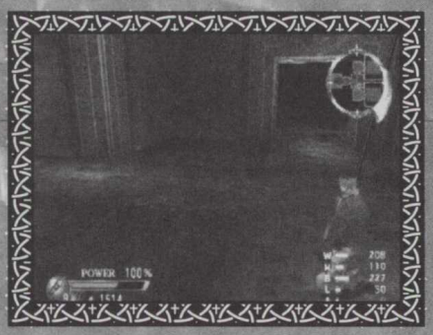
Sharline's Quest



In the new area, head for this doorway to the west. Use the Action Button to open the door, then head through it.

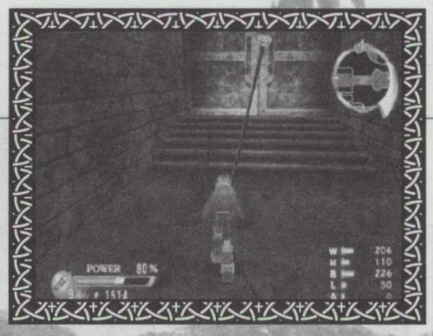


Now follow this hallway to the north.



You reach a fork in the road right after you step through. The western path leads you to an elevator that you'll need to use in a minute. For now, continue heading north into the next area.

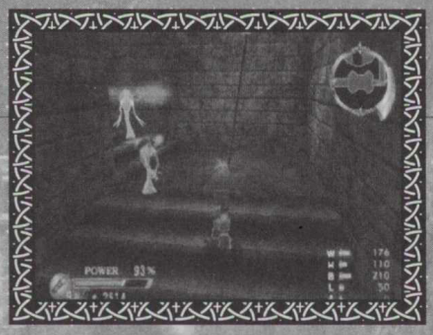
Use the Action Button on this doorway, then enter.



Follow the path as it leads to the east. You encounter this doorway at the end.

Enter the doorway to reach another room where you must kill enemies to open the opposite door.

Once you've defeated enough enemies, the opening in the door becomes large enough to slip through.



Now proceed up this next set of stairs.

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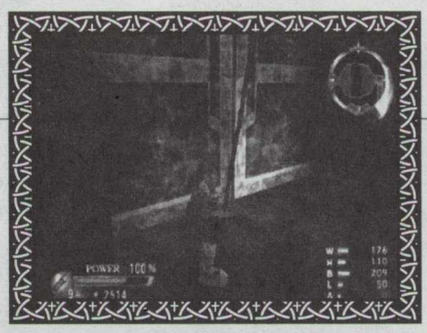
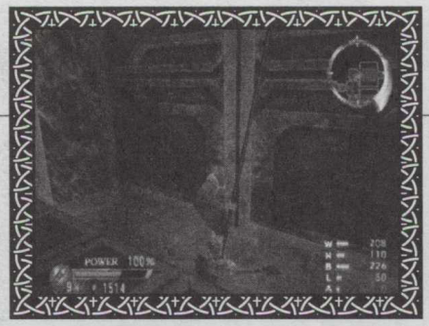
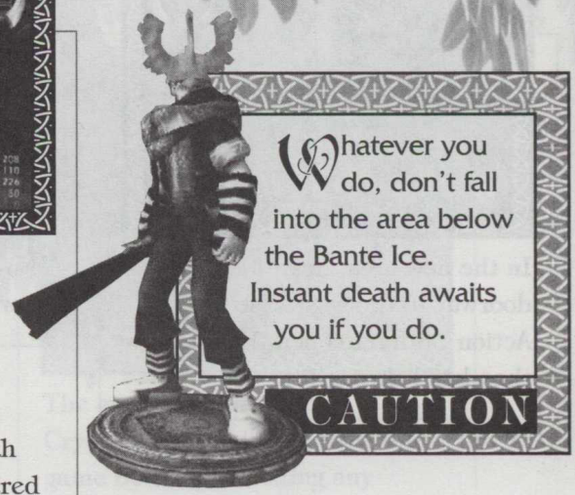


Use the Action Button on this doorway, then head inside.



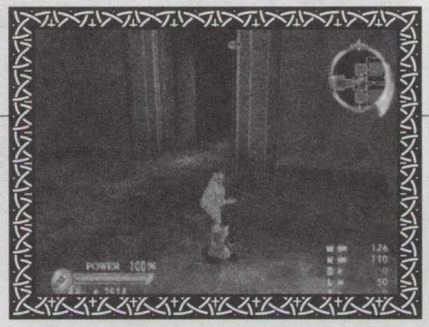
Once you step into the room you must take on the Bante Ice. His attacks are vicious, so try to dodge them often. Don't even bother with direct physical attacks; just stick with your Palmira Actions. The Sacred Rod's Bind Soil Palmira Action seems to be particularly effective.



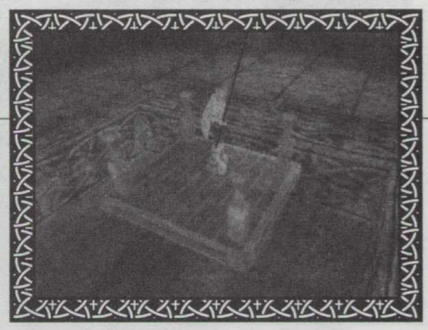
Whatever you do, don't fall into the area below the Bante Ice. Instant death awaits you if you do.

CAUTION

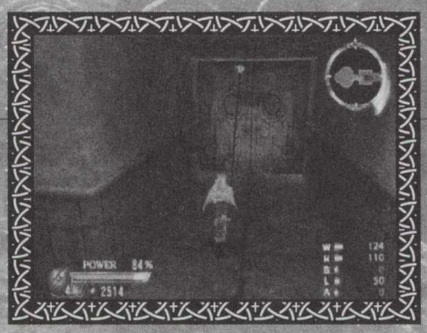
Once you defeat the Bante Ice, this bridge forms and allows you to access the door on the opposite side.



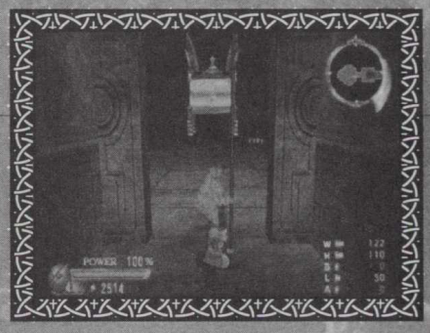
However, don't cross the bridge just yet. For now, return to the fork you passed earlier and head for the elevator.



The elevator springs to life as soon as you step on it. You are brought to a room with a door at the western end.

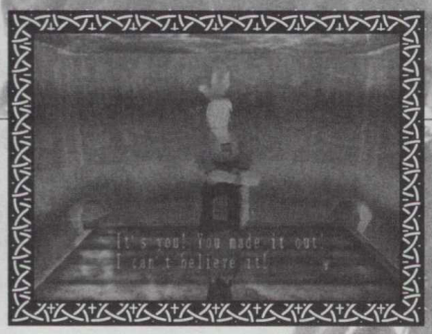


Use the Action Button on the door to open it.

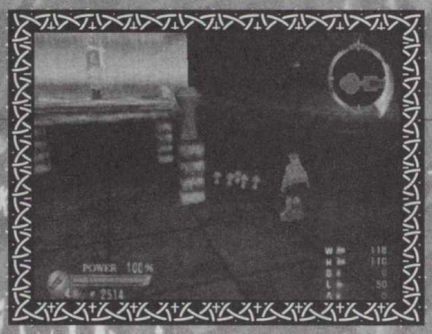


As soon as you open the door, you see Morpheus's granddaughter. She appears to be trapped inside some sort of magical cell.

Sharline's Quest

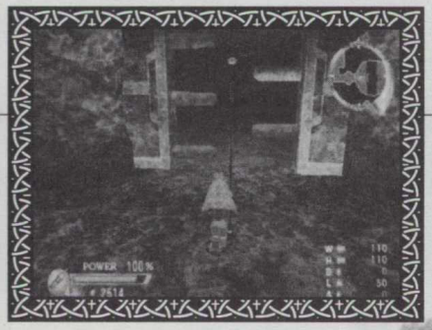


After expressing surprise that you've made it this far, Morpheus's granddaughter asks for a favor. She would like you to save a boy named Trandin from Morpheus.

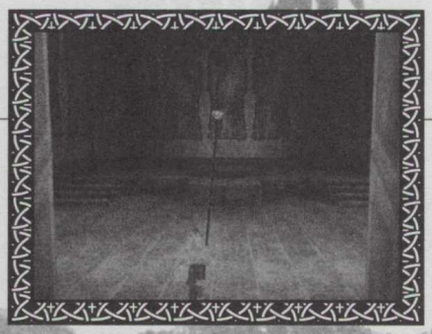


After the conversation, make sure to pick up all these Mushrooms over here in the corner.

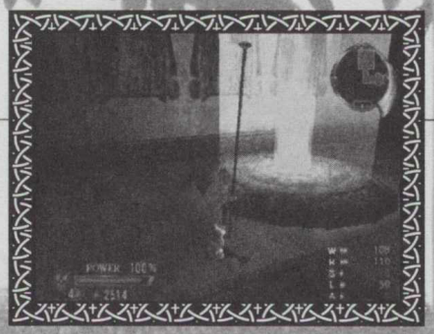
Now return to the bridge that appeared after you defeated the Bante Ice.



Cross the bridge, then proceed through this doorway.



Follow the hallway behind the door until you reach this room.



Step into the light that appears on the platform to be transported away.

Morpheus's Secret Lab

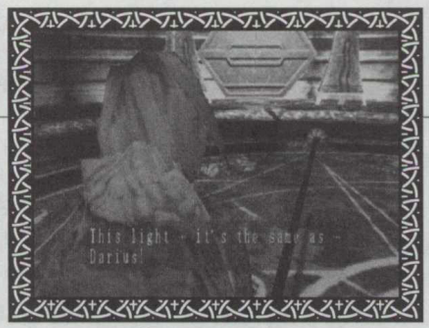
You arrive at the entrance to Morpheus's Secret Lab adjacent to a Crystal Pillar.

This is a good time to save your game.

When you're all set, approach the doorway to the north and use your Action Button to head inside.

Morpheus's Secret Lab

Inside the secret lab, you find Morpheus. Sienna has been trapped in a room on the side.



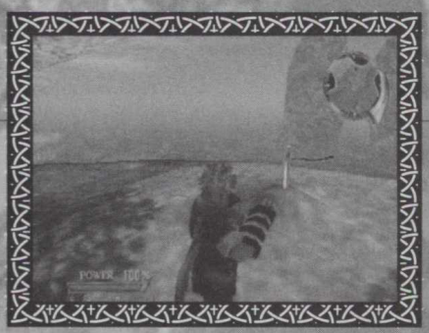
Morpheus definitely appears to be up to something. However, before you can learn anything. A light appears.

At this point, you are instructed to start Darius's story.

Darius's Quest

When you begin your quest, Darius is lying on the ground unconscious. Finally, he wakes up to find a strange golden entity hovering above him. The entity tells him that her name is Krisalis and that he is in a new world named the Rieubane Empire. At first, he doesn't believe her, but after inspecting his surroundings, he finds he has to. It's time to begin your quest.

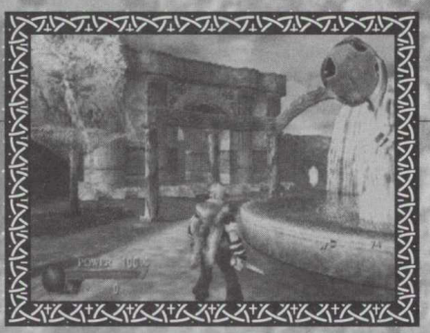
Saramad Hill



Once you gain control of Darius, head south and pick up the Soltan Sword. Once again, your new friend, Krisalis, appears and explains Palmira, armaments, and such. Be sure to pay close attention.

NOTE

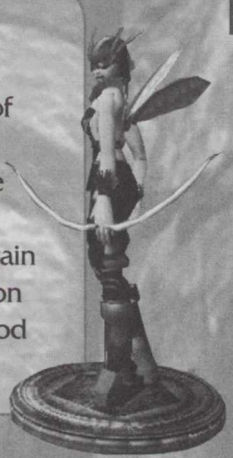
To equip the Soltan Sword, press START to get into your menu. Once in the menu, choose Equipment. In the Equipment menu, scroll to the leftmost icon and press your Action Button. Then scroll to the sword and press your Action Button twice. At this point, Darius should have the sword equipped. Now simply exit the menu and continue with your game.

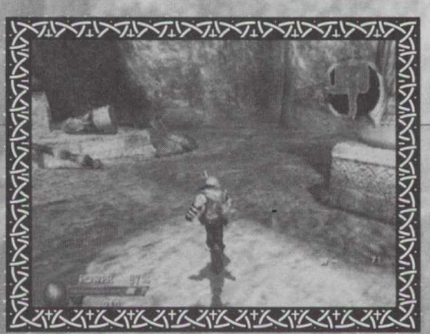


Next head back north, past the Fountain of Life, and go through the opening in the building.

TIP

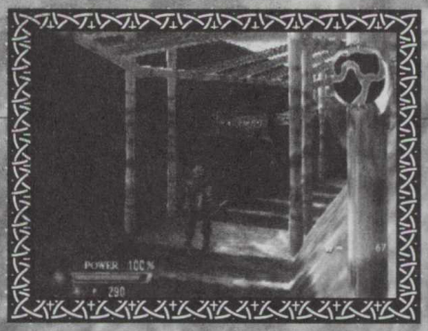
Use the Fountain of Life to replenish your health any time you need to. Simply walk up to the fountain and press your Action Button. You'll be good as new.





Then follow the path all the way north until it ends. You see pillars and a broken statue. From here turn slightly east and continue along.

At the end of this path, you find a grumpy old man sitting by a locked gate. When you first speak to him, he warns you to stay away from Castle Rieubane and hide somewhere safe. But you're too much of a hero to do that. Speak to him again, and he asks if you've seen a dog. Look for that dog for the poor old guy.



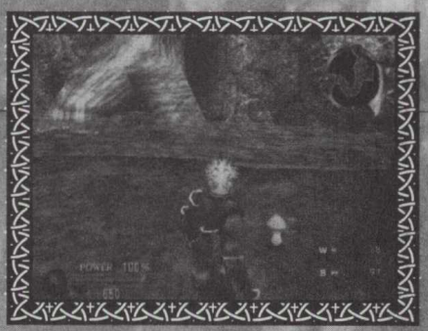
Go all the way back the way you came until you reach the path leading up and to the west. It has an old wooden canopy above it.

Follow it all the way up until you see a tree with the dog under it. Once you've found him, though, he runs away. So jump down and go after him.

If you can't keep up with the dog, simply run down the path until you reach a small bridge. Then cross the bridge to the other side.

The dog is waiting for you in the area just west of the bridge. The kind dog just wanted to lead you right to the useful Armor of Frost.

Now return to the area where you first started the game. There is a man standing by a cliff. Go ahead and speak to him. He seems pretty nervous about all the current happenings. When he sees your Crest mark, he gets horrified, stumbles backwards, and falls off the cliff to his death. Whoops.



Now before anything else, head west along the path from here to the water's edge and pick up the Mushroom. These prove to be very valuable in Shops.

TIP

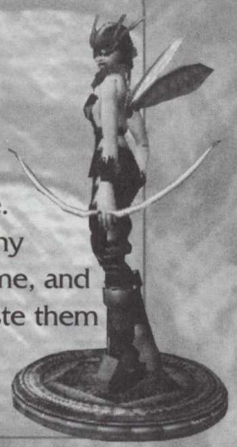
If you attack the three next to the bridge a "Palmira Bee" will spawn. You need this for a creature note.

Darius's Quest

NOTE

To use a Mushroom in a Shop, simply walk up to the shopkeeper and press your Action Button. If you have at least one Mushroom in your inventory, the shopkeeper will ask you for it. Answer "Yes" to give it to him, and he will give you a 50 percent discount on your next purchase. Unfortunately, you cannot use more than one Mushroom per visit. You must exit the Shop, then go back in again to use another Mushroom.

TIP

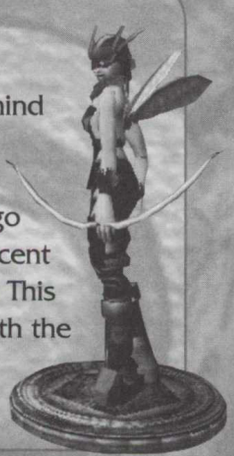


Be sure to use a Mushroom when you are preparing to make a large purchase. You don't get that many Mushrooms in the game, and you don't want to waste them on something small like an Elixir.

Now return to the gate where the old man is. You find a large, creepy monster taunting the old guy. What's a hero to do? That's right, defeat him.

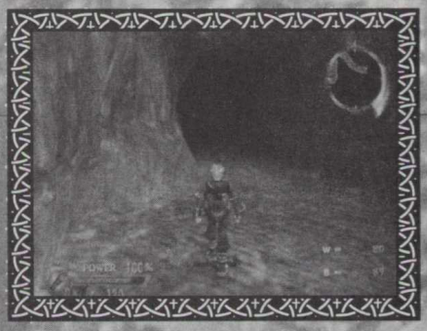
First, lure the pesky monster to the open space so you have room to fight. Then be sure to equip your best gear. The best way to defeat this boss is to strike him with your sword from behind. It may be a cheap shot, but it is effective.

TIP



After running behind the boss, be sure to wait for your health bar to go back up to 100 percent before striking him. This way you hit him with the most force.

After you defeat this boss, head back to the gate and press your Action Button. The old man lets you through because he figures he owes you one. However, when he sees your Crest mark, he blames you for everything. The ingrate then locks the gate behind you so you can't backtrack, and he wishes you death. What a chum.



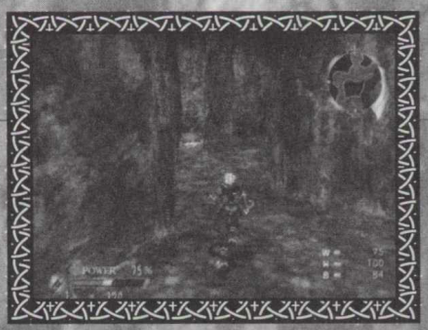
Now the only choice you have is to enter the cave ahead. It is the Royal Passage

TIP

Be sure to go back to the Fountain of Life to replenish yourself. Also, be sure to save your progress and update your equipment at this point before moving on.

ROYAL PASSAGE

Save your game, then follow the path to the right of the Crystal Pillar until you reach this statue. Go to the two treasure chests.

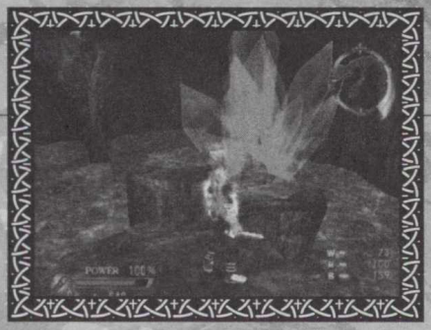


In one of the these chests a Velbee Club can be found.

NOTE

At some point, the camera will pan up to a ledge that you must reach. Keep an eye out for it because you must get there eventually. This cinematic clip happens randomly.

Optional



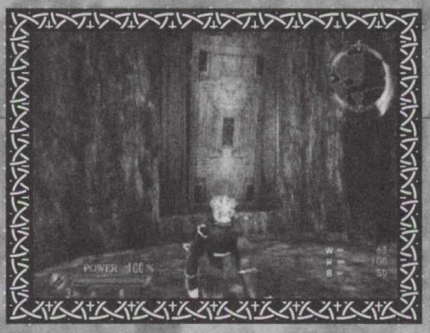
From the alcove, head northeast, then south along the peninsula. You reach a large ice crystal blocking a chest.

To get to it, equip your Flayed Skin Armor and use any of the Fire Palmira Actions to destroy the crystal. In the chest is Tylissa's Mask.

Now continue back along the original path. Go northeast until the path turns and heads south to reach the platform that the camera had panned to earlier. Walk up to the bridge control device and press your Action Button.

NOTE

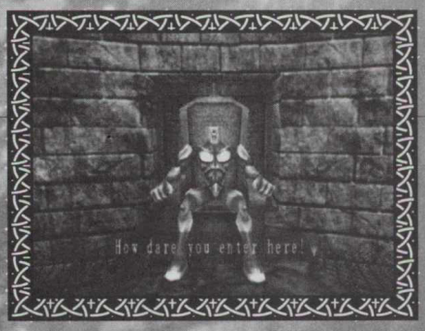
The bridge control device may or may not be active. One of the monsters may have broken it, forcing you to continue by using the opening in the southern wall of that area. This is OK, though, because this actually creates a shortcut. Just be careful of the spikes that pop up as you go through the opening.



Once you see the drawbridge lower, run back along the path now heading north, then west past the peninsula that the ice crystal was on. Continue past the Crystal Pillar, then walk onto the drawbridge.

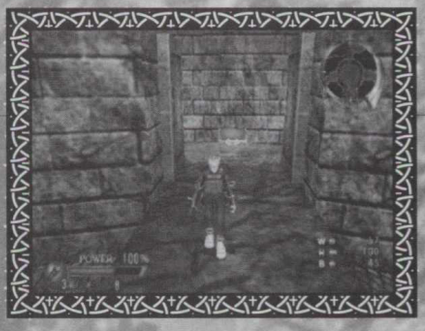
Once the drawbridge has lowered, run away quickly because several arrows fly out of the wall. If they hit you, you will take damage and possibly be knocked down into the water.

CAUTION

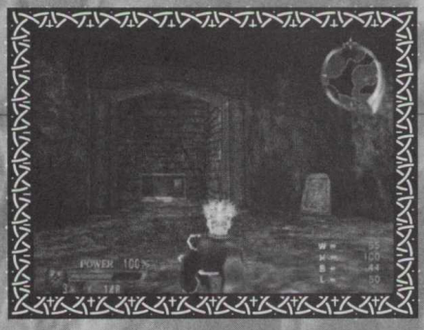


Cross the drawbridge and head east to enter the circular room where you face the boss, Order Knight.

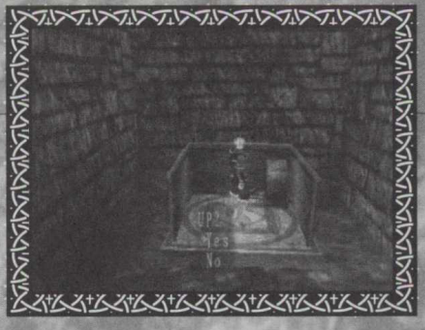
To defeat him, put on your best equipment and use your Valbec Club as a weapon. Then try and avoid his attacks by running around behind him. Strike him every chance you get.



Once you defeat him you receive a Palmira Ore. Also, the door behind his throne opens to reveal a chest containing the Guard Boots.



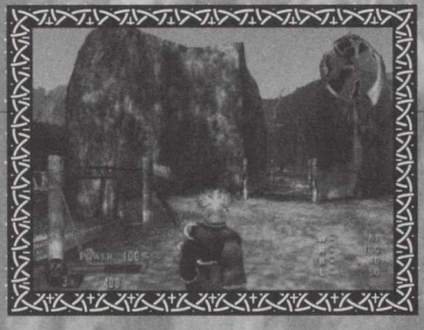
With that accomplished, head east out of the chamber and continue east until you see a Guard Lift and the Plate.



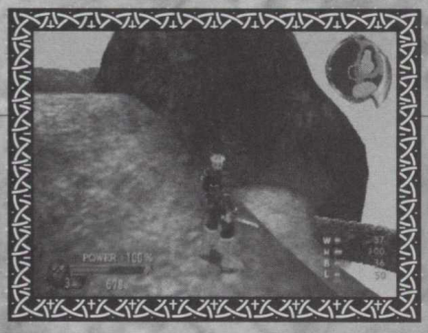
Reading the Plate tells you that you need to wear your Guard Boots to activate the Lift. So put on those boots and use the Lift to go up.

Once you're on the next level, you find yourself in the vicinity of Castle Rieubane.

CASTLE RIEUBANE—OUTSIDE AREA

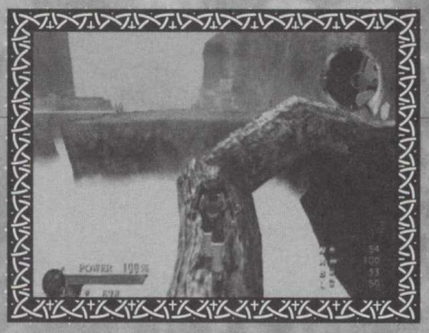


In this new area, follow the path north, which leads you to a fork with two bridges. Take the bridge to the west.



Now go back and take the west bridge to the Crystal Pillar. Just after the Crystal Pillar, take the path heading southwest to reach a point where there is a ledge below you.

Drop down and find a treasure chest. Open it to receive the Dragolos Boots.

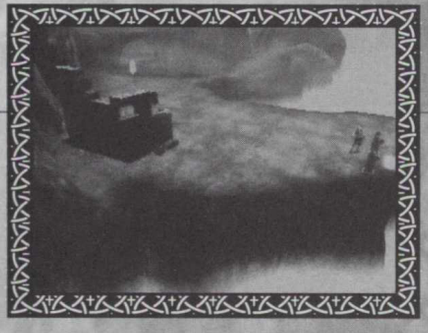


Once you have the boots, walk carefully along the gray wooden branch to return to the path. Take your time crossing the branch because, as you know, if you fall, you die.

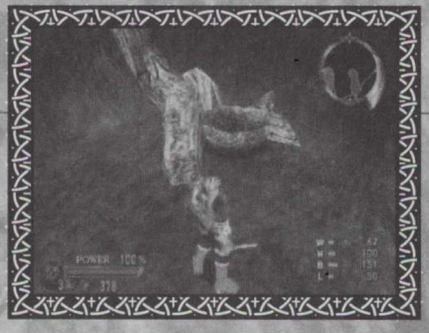
Now you must head toward Castle Rieubane. Before you attempt to cross the bridge to enter the castle, you see a small stone structure to the north.

Inside the stone structure is the Watchman's Log. Read it to find some useful information concerning the bridge and its sphere.

There is a bridge directly in front of the castle. Head toward it, and as you approach it, a large bird comes along.



The mischievous bird takes one of the spheres and knocks you back. Taking the sphere closes off the bridge. So your next task is to recover that stolen sphere.



This sphere is located in one of three places. The first is the dead end where you found the Dragolos Nest.

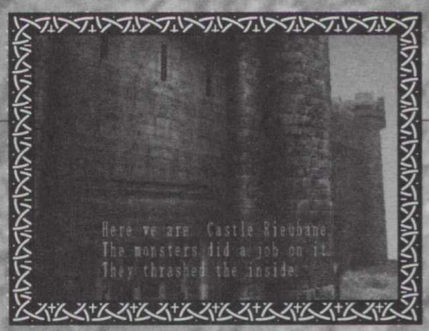
The next possible location is at the top of the path that you took to find the Dragolos Boots.

To find the last possible location, return to the fork with the two bridges and go south along the ledge. You find a nest blocking your path there.

NOTE

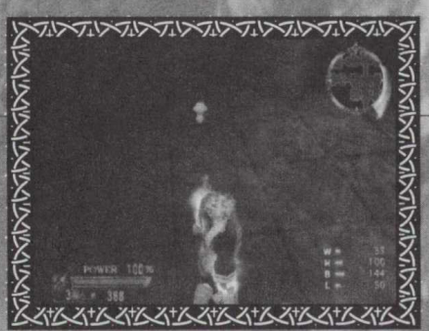
You must retrieve the Blue Sphere and return it to the pedestal at the bridge quickly in order to prevent the bird from taking the Red Sphere. If the Red Sphere is taken, you can find it in one of the same three possible locations.

Once you finally have the sphere, return to the bridge and place it on the post.

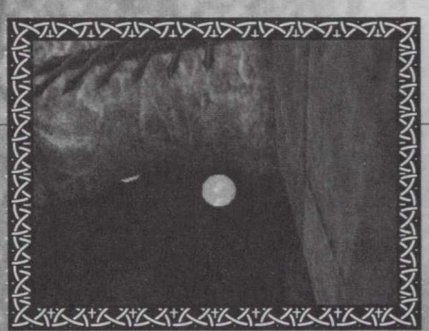


Then cross the bridge, and when you get to the other side, Krisalis appears. She tells you that the castle has been thrashed by monsters and that you need to get inside. She explains that a demon has been causing all of Rieubane's problems. So go inside to fight that treacherous demon.

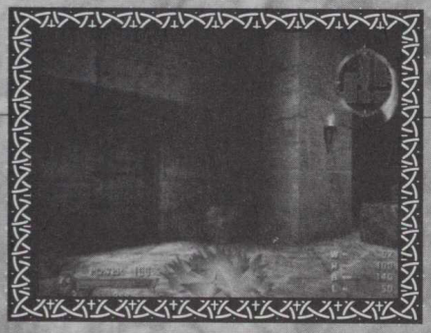
CASTLE RIEUBANE—FIRST FLOOR



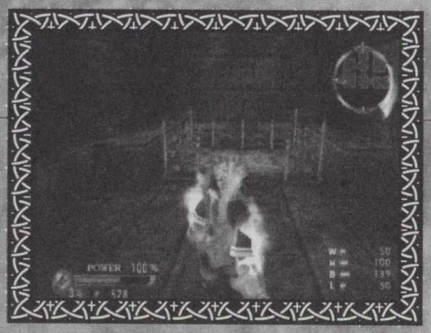
You're finally able to enter Castle Rieubane. Upon entering, go immediately west to find the Mushroom in the corner.



Now head north, then west along this path under a raised metal gate. Two blue slime creatures should fall down from the ceiling. Go ahead and smash them.

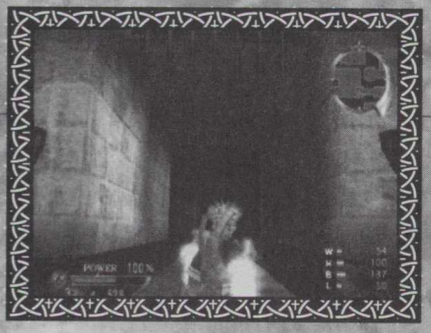


Now move north under another spiked gate and look west. You should see the door to the Storage Room.



Go ahead and enter the Storage Room. You find a Lift in the western corner of this room. There's nothing else here, so take the Lift to the second floor.

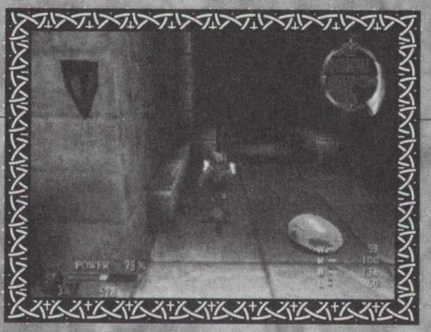
Once on the second floor, follow the path east until you reach an open area with beds and banquet tables. Cross this open area and continue to head east.



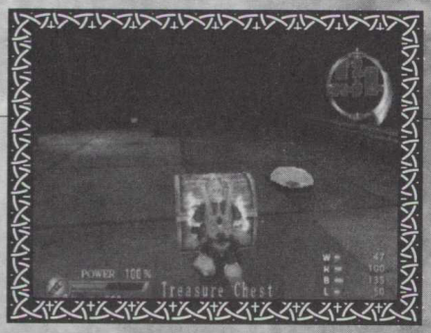
Continue through the next couple of hallways with raised gates on either end. You find yourself in another open area.

NOTE

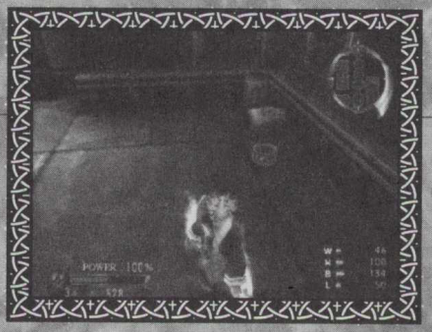
In between the two hallways with gates on either end, you find a gate closed with a lock that has a strange green symbol on it. Unfortunately, there is no way to open it.



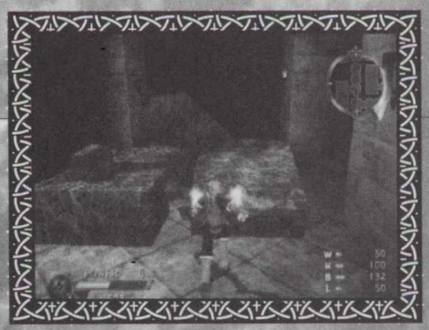
Head northeast through the large open area. You reach a hallway heading east to a Lift. Take it down to the next area.



You are brought to a room with a treasure chest containing the Soul Goddess. Be sure to get it.



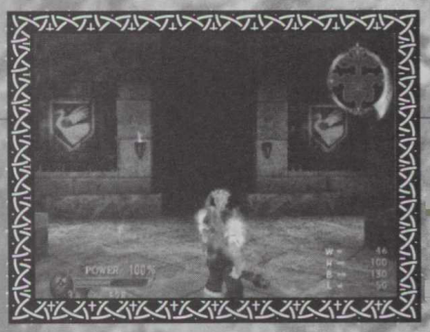
Also in this room with the Soul Goddess is the Pot Helmet. It is in the northwest corner of the room. Once you pick this item up, head back to the Lift and up to the second floor.



Head west back to the Lift that brought you here and go back down. Once you exit the Storage Room, look north and notice the blocks in your path. Equip the Valbec Club with the Crush Palmira Action and strike the block on the right to clear the passage.

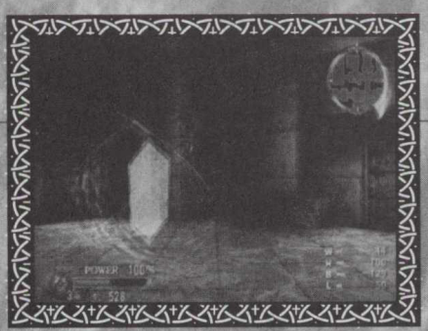
NOTE

Clearing the rocks allows you to explore the first floor of the castle with greater ease.



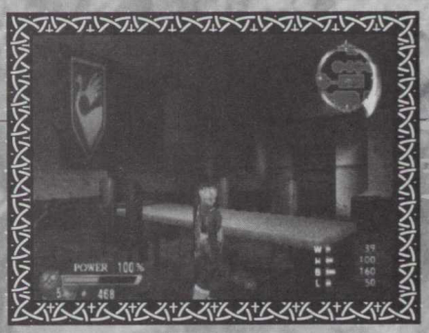
Return to where you entered the castle originally. This time head north, through the dark hallway with the bird tapestries on either side.

Castle Rieubane—First floor

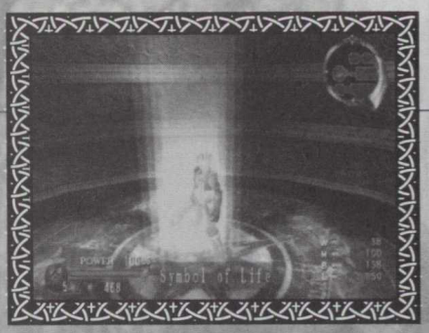


You find yourself in an area with large pillars in front of you. In the western portion of this area, you find a Crystal Pillar. Upon further observation, you see two doors near the Crystal Pillar.

The door to the west is the Armory. Inside is a treasure chest containing the Royal Robe. You also see a Lift in this room. Take it up to the second floor.



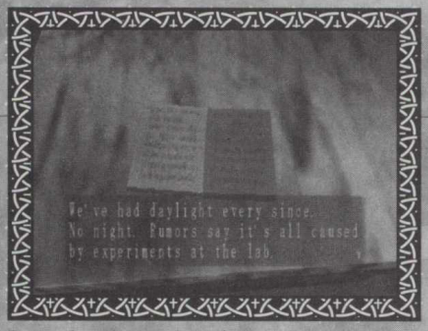
You find yourself in a red room with a banquet table and two doors. Check out what's behind door number one, the Room of Exorcism.



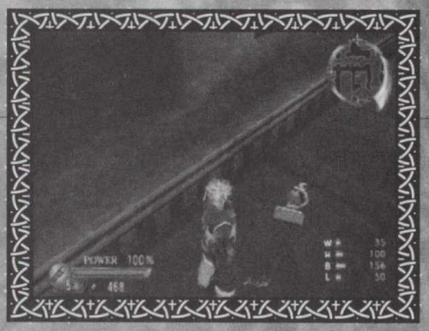
In the Room of Exorcism, you win all the health you can handle. So fill up on health by standing on the Symbol of Life and pressing your Action Button. Once you're good as new, head back to the Lift. Take the Lift back down to the area with the Crystal Pillar.

NOTE

The Conference Room door is sealed. There is no way to open it. Sorry.



Once back at the Crystal Pillar, enter the only other door in the area. This takes you to the Commander's Room. In the Commander's Room you find the Commander's Diary on the desk in the center of the room. Have a look to find out what secrets he hid.

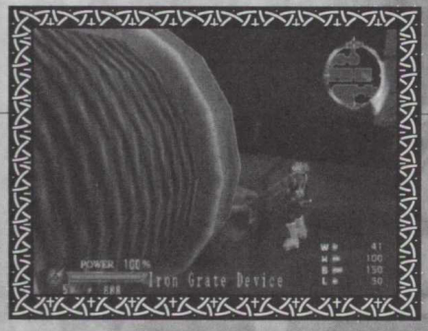


Also in the Commander's Room is the Heavenly Sphere. Be sure to pick it up and head back out to the Crystal Pillar.

From the Crystal Pillar, head east until you reach the Dining Room door. Go inside to find one of the game's more stylish helmets, Pumpkin Head, sitting on the table.

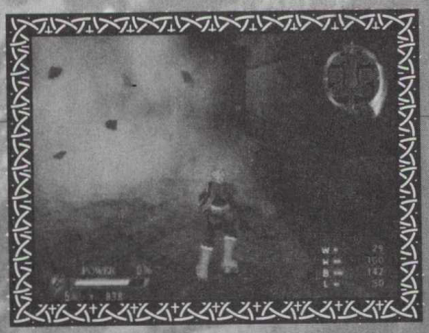
Also in the Dining Room is a door leading to the Food Storage. Go inside to find another Lift.

Once up the Lift, you are brought to an area with two doors. The door to the east is the Gate Control Room. The door to the north is the Kitchen, but it's sealed. So head to the Gate Control Room.

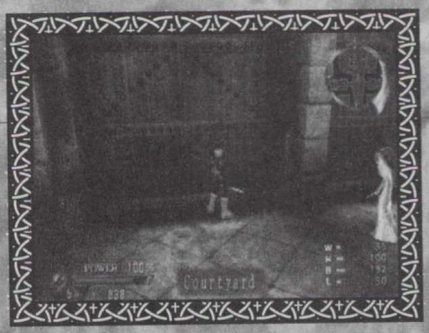


Once inside, activate the Iron Grate Device by standing next to it and pressing your Action Button. You see the device move, indicating that it has activated something. You'll find out what that was later.

Now head back to the area with the Crystal Pillar. Go west to the large stone pillars, then north to find large wooden blocks that obstruct your path.



Simply equip your Valbec Club and use the Crush Palmira Action on the block to the right. This clears the path so you can be on your way.



Continue north until you reach a large set of double doors leading to The Courtyard. Go through the doors, then keep heading north past the pillars.

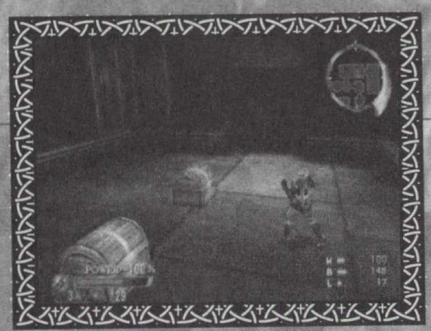
You should then reach the Royal Guardian Goddess. Press your Action Button. Darius automatically gives her the Soul Goddess.

This action lowers a set of stairs back in the middle of the room where you started. At this point you are free to explore the rest of the first floor area, including the East Wing.

NOTE

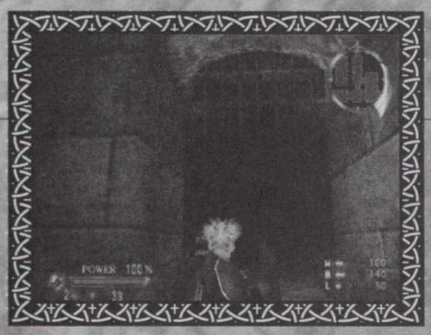
To the west of The Courtyard is an Emergency Room door. It's sealed, so hope you don't have an emergency soon.

Now head east to the glowing purple floor. Equip your Dragolos Boots and select the Float Palmira Action. Float like a fairy over the poisonous floor until you reach a door to the north. It is the Resting Place.

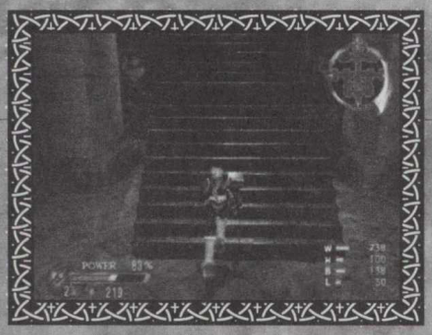


In the Resting Place you find two chests containing a Mushroom and the Olden Hammer. Also, there is a door leading to the Soldier's Bedroom.

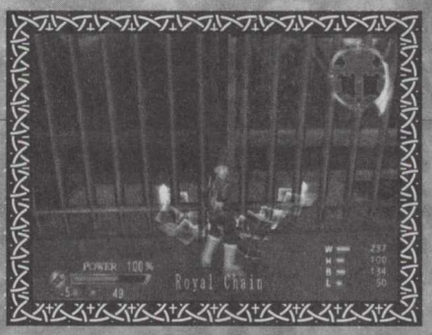
In the Soldier's Bedroom, there are several beds. Pick any bed to restore your health. Once you're satisfied, return to the Resting Place. Equip your Dragolos Boots and float out of here.



Continue east, then slightly south to escape the poison floor area. Keep going south to reach the now-open iron gate that was opened by the Iron Grate Device.

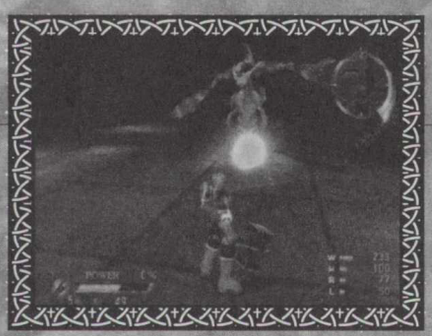


Once you feel satisfied examining the first floor, return to the area in which you first entered the castle. Then head up the now lowered staircase to the second floor.

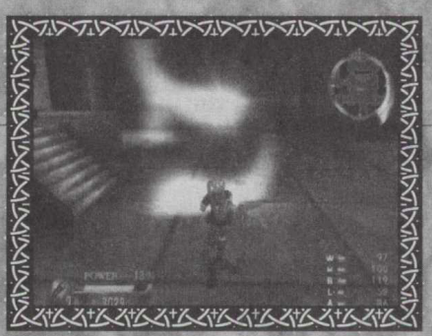


Walk up to the gate. Next, you need to equip the Royal Robe and press the Action Button. The chain breaks open. Presto! The gate will now open.

Walk through to find a boss by the name of Xenovius. The monster is cold and seems confused. But before you start feeling sorry for her, she attacks. So if you haven't already done so, prepare yourself for battle.



Equip your best gear, and be sure to put on your Flayed Skin Armor. Stand at a distance to try and avoid the attacks. Use any of the Fire Palmira Actions to destroy the beast with the least effort. After a few easy strikes, you'll destroy the monster in no time.



Once you've destroyed the boss, you receive the Icon of Loyalty. This will come in handy shortly.

Optional

Now head to the western wall of the room to find the Symbol of Tylissa.

Stand in front of it and press your Action Button. Darius places the mask on it. Doing this opens a secret passage.

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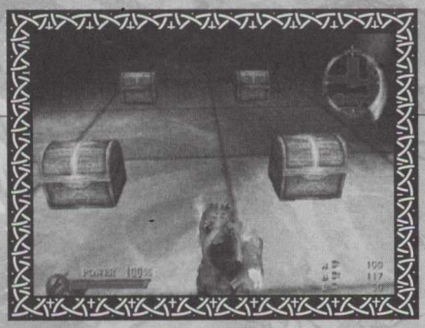
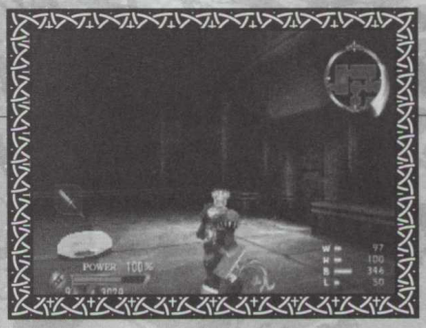
Optional

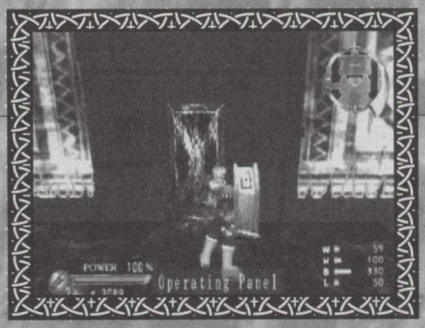


Inside are four treasure chests. Face north and notice the north-eastern chest. Stay away from it because it's booby-trapped. Once you've raided the other chests, follow the corridor down to a Lift.

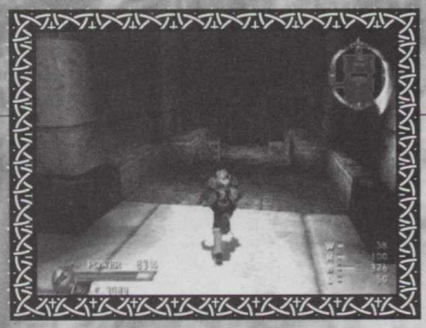


The Lift brings you to an empty room with a door. Go through the door.

Inside this room are two more treasure chests. Go ahead and raid those too. Once you're done, head back to the Lift and go up.



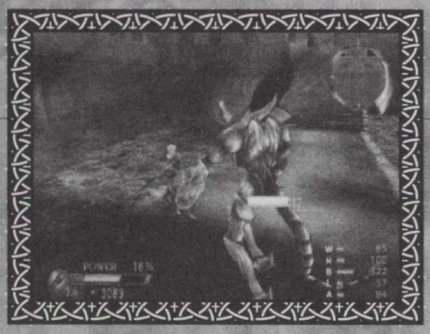
Now backtrack to the room where you fought the boss. Once there, go up the short set of stairs to the Operating Panel and press your Action Button. It opens a door in the room.



Go through the door and find another Lift in the northern portion of this room. This Lift brings you to the Congregation Chamber.

Darius's Quest

You're dropped off in a large, empty room. Through this room, enter the Reception Hall door. Inside, Trandin is waiting for you. He's surprised to see you. But he disappears, and Dementia, a purple-winged boss, appears. Prepare yourself for battle.



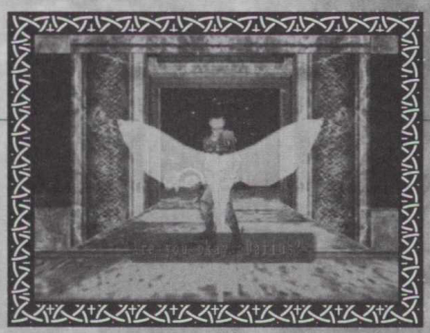
Put on your best equipment and use your Heavenly Sphere as a weapon. Be sure to strike Dementia from behind to take off the most damage. This boss is not too tough, but be sure to avoid his lightning attacks. They can do some hefty damage.

NOTE

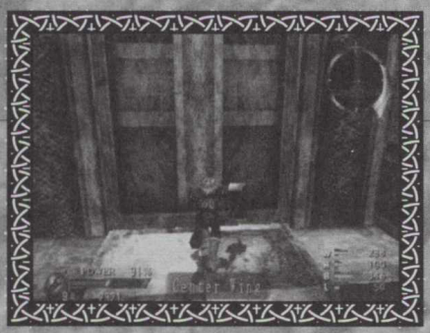
Be sure to avoid using any magical attacks on this boss. They only heal him.

Once you defeat the boss, the earth starts shaking, and it looks like you might still be in serious trouble. But not to worry—Sienna suddenly appears and guides you to the exit. You're saved.

Underground Shrine



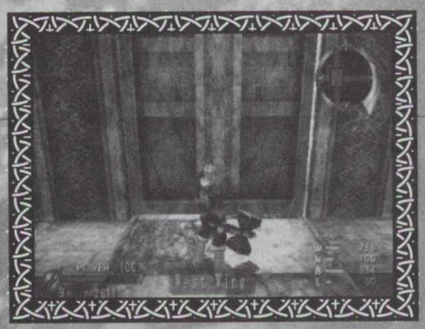
Once you're up the Lift, go to the door ahead of you called Shrine Entrance. Once through, Krisalis appears. She's concerned for your safety, but she disappears before answering any questions.



Save at the Crystal Pillar, hit the Shop, and so forth. Then head to the door labeled North Wing. Go through the door and go down the long hallway. It leads to the Center Wing door.

NOTE

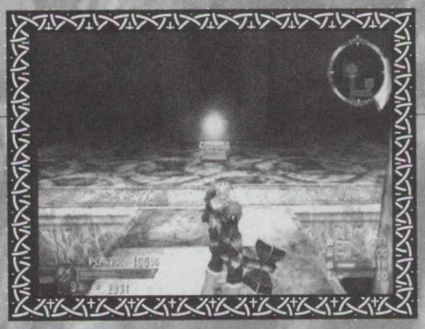
Be sure to avoid the green and yellow faces on the wall that spit out purple blasts. Simply wait for them to spit, then run past before they have a chance to spit again. It's all about timing, so just be careful.



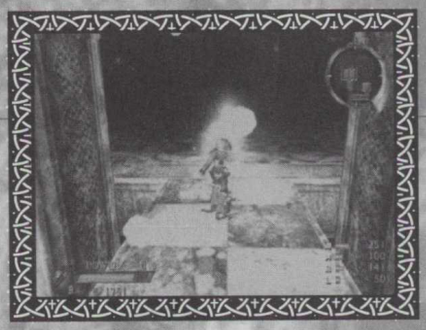
Go through the Center Wing door, and once in that next area, go through the door in the west of the room. Then run down the hallway to the West Wing door and go through it.

Once in the West Wing, head south and go through that door. Run down that hallway to the Study. Go inside to catch up on some reading.

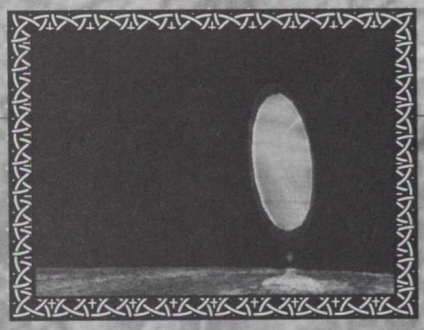
First, read the note on the table. You find out some valuable information. You discover that the Royal Boots are in the Purple Chamber. Also, the note gives you hints on how to solve the next puzzle, so read it carefully.



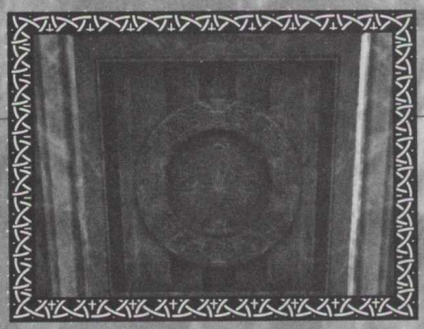
Head back the way you came, to the West Wing, and take the northern passage. Follow this hallway to the Chamber of Beginning.



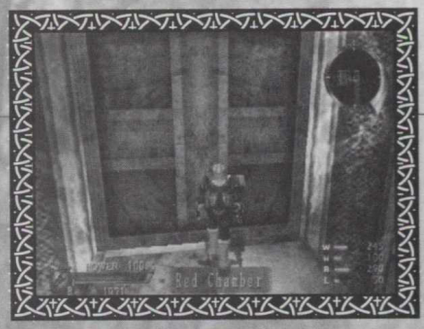
Use any of your available Ice Palmira Actions on the Symbol of Fire. This causes two things to happen.



First, a Pedestal appears in the Holy Shrine Room.

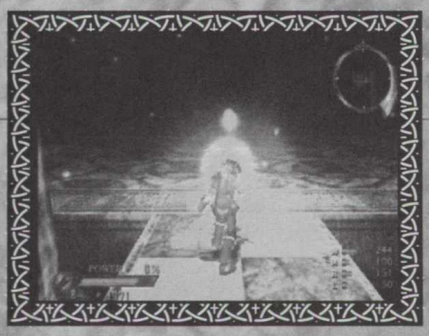


Then, you see the Red Chamber door open.

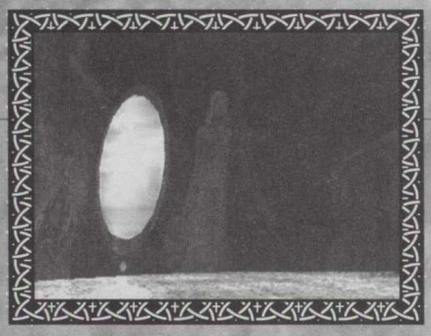


To find the chamber with the red door, return to the Center Wing and head east to the East Wing. Once in the East Wing, head north to find the Red Chamber.

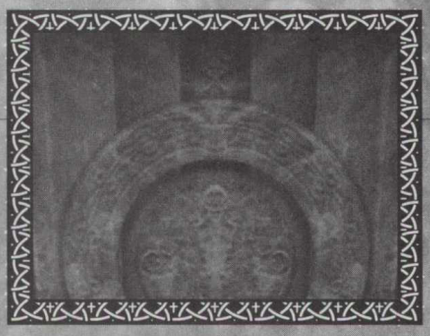
Darius's Quest



Here you find the Symbol of Ice. Use any of your Fire Palmira Actions. This, once again, causes two things to happen.



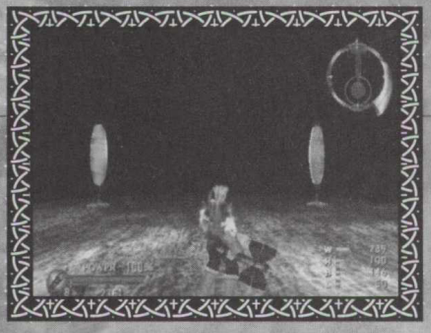
First, you see a second Pedestal appear in the Holy Shrine.



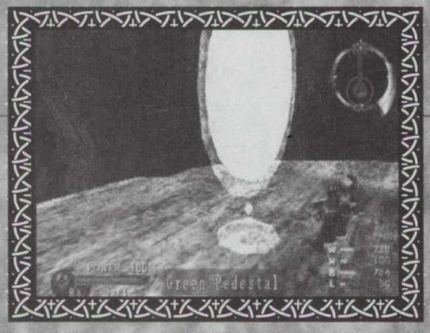
Second, the Yellow Chamber door opens.

NOTE

Whatever you do, don't go to the Yellow Chamber door and solve the Lightning Puzzle. If you do, you will cause a third mirror to appear, not allowing you to open the Green Chamber door. The Green Chamber door is optional; however, behind it is one of the best weapons in the game.



Finally, to find the Holy Shrine Room with the Pedestals, return to the Center Wing. Then, take the southern passage to the large circular room that contains the Symbol of the Lightning Goddess. This is the Holy Shrine Room.



Here you must turn the Pedestals repeatedly in order to get the Green Chamber door to open.

NOTE

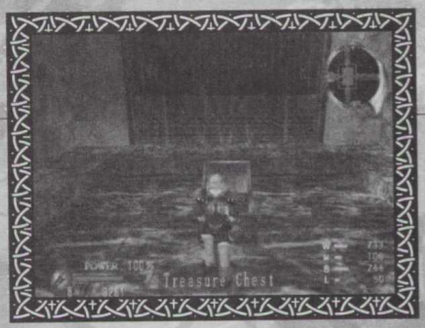
Turning the Pedestals opens several chamber doors from this point on. But keep in mind that the amount of revolutions required to open the doors is random.

Every time you turn a Pedestal, an enemy appears. Be careful because this circular floor is smaller than you might think, and you can easily be knocked off the edge.

CAUTION

OPTIONAL

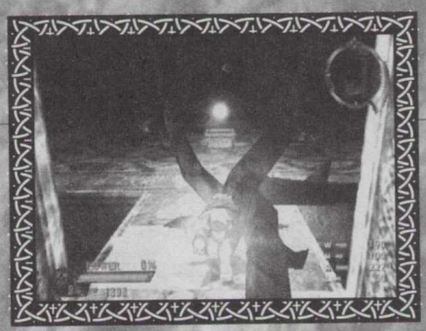
In order to find the Green Chamber, take the west door in the Center Wing and head west to the West Wing. Once in the West Wing, head west again to find an open green door.



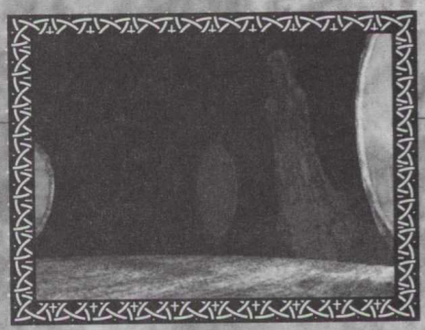
Inside, you find a treasure chest containing Zul's Toy Hammer. This is a great weapon, so don't be fooled by its name.

NOTE

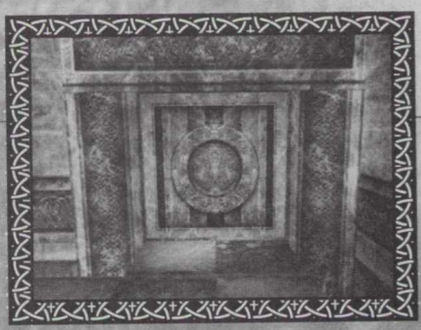
If you turned the Pedestals in order to open the Green Chamber door, you will need to return to the Holy Shrine Room and turn the Pedestals once again to re-open the Yellow Chamber door.



To find the Yellow Chamber door, head back to the East Wing and take the southern door. This leads you to the Yellow Chamber and the Symbol of Lightning. In here, use any of your Earth Palmira Actions.

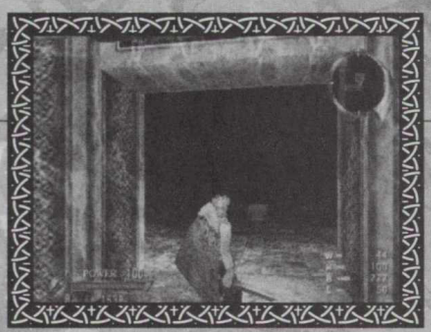


This action causes the third and final Pedestal in the Holy Shrine to appear.

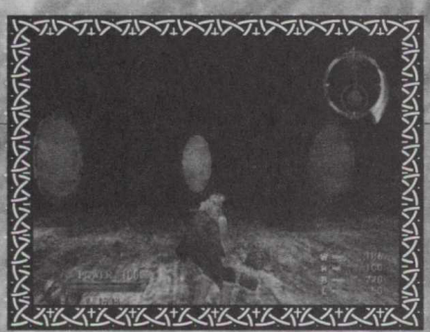


Also, you see the white door open.

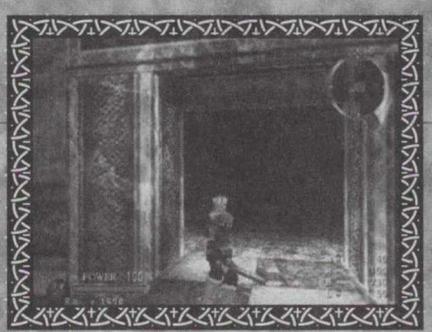
Optional



In order to find the white door, return to the West Wing and head north along the northern passageway. There is a passage branching off to the east. This passage leads you to an open White Chamber door and a treasure chest containing a Red Fruit.

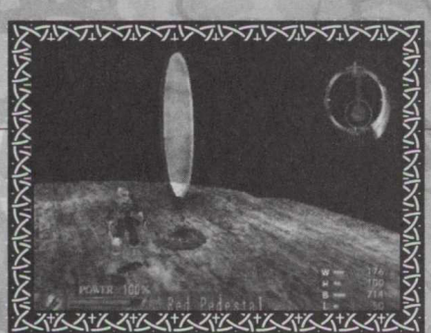


Make your way to the Holy Shrine Room and the three Pedestals. Once in the Holy Shrine Room, try turning the green mirror to open the Purple Chamber door. This seems to work almost every time.

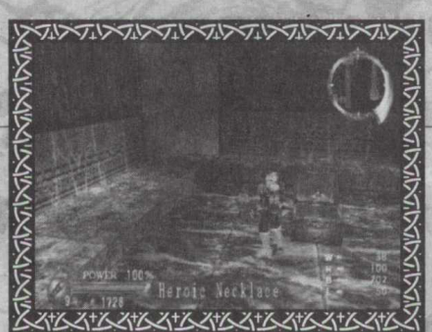


To find the Purple Chamber, go to the West Wing and take the southern passage. Enter the Purple Chamber and open the treasure chest to obtain the Royal Boots.

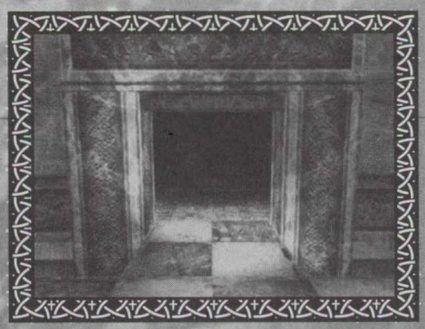
Optional



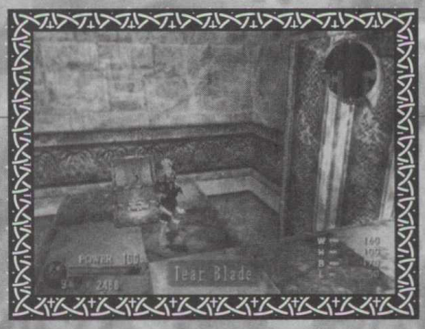
Return to the Holy Shrine Room. Turn the Red Pedestal, and that should open the Dark Blue Chamber door.



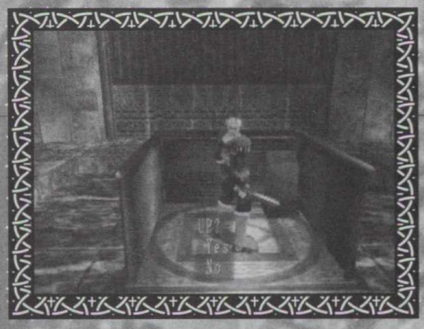
In order to find the Dark Blue Chamber, return to the East Wing and take the east exit. This leads you to the East Annex Wing. Then head south along the path to the Dark Blue Chamber Room in order to find the treasure chest containing the Heroic Necklace.



Finally, return to the Holy Shrine and turn the Pedestals several times until the light blue door opens. In order to find the Light Blue Chamber, return to the East Annex Wing and head north this time.

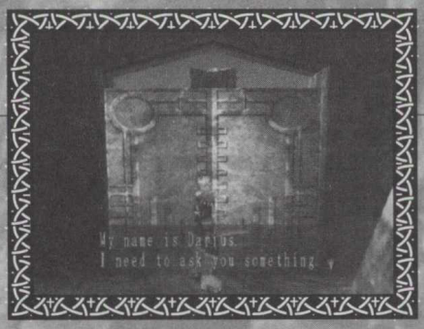


At the top of the path, before you enter the Light Blue Chamber, there is a treasure chest containing the Tear Blade.

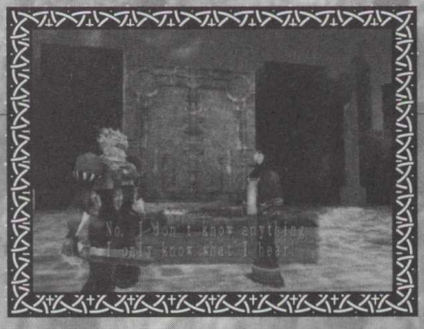


Enter the light blue door to find a Guard Lift. Now, equip your Guard Boots and take the Guard Lift up to the next challenge, the Royal Commons.

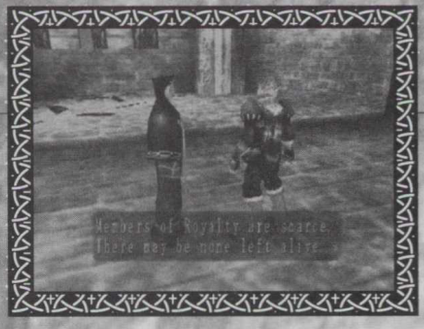
Royal Commons



You're finally outside in the sun again. Feel that breeze. Follow the path to the Religious Hall door. Press your Action Button to go in and speak with a lady named Merida. She has the knowledge of a high priest, so she'll be helpful.



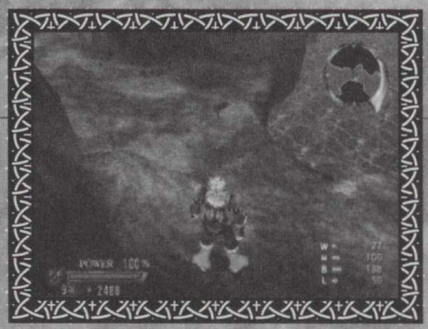
She lets you in so that you can have some questions answered. She seems to know a lot. Among other things, she tells you to look for the Royal Medal. That's your next task.



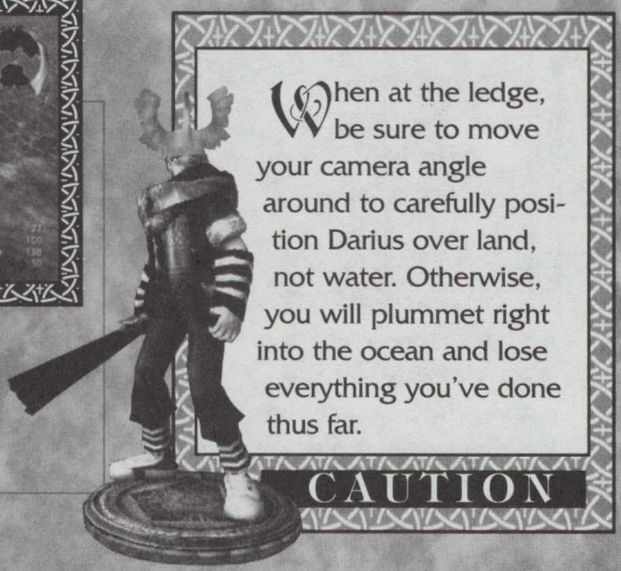
Just beyond Merida, there are large doors that you need to go through. Talk to her one more time, and she tells you where to find some members of the Royal family.

Darius's Quest

Head through those doors and go down the hill. Be sure to pick up the Mushroom that is at the bottom the of hill.



Head west to reach a ledge. Once there, jump down and face south to find a Crystal Pillar.



When at the ledge, be sure to move your camera angle around to carefully position Darius over land, not water. Otherwise, you will plummet right into the ocean and lose everything you've done thus far.

CAUTION

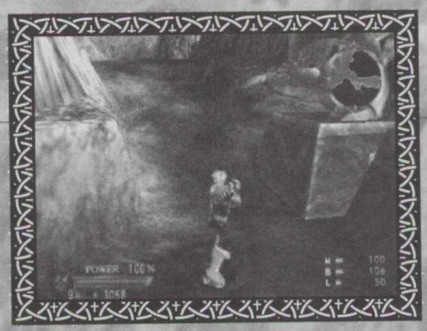
From the Crystal Pillar, head up the hill in a southwest direction. The path curbs and takes you past the picket fence.

To the northeast you find a destroyed house. (This is where Sharline started her quest.)

Here, you talk with Krisalis again. Darius tells her how he met Merida and how she said he needed to get the Royal Medal. Krisalis tells him that they might be able to get it from a ceremony. All they need to do is appear to be Royalty.

After speaking to Krisalis, leave the destroyed house and then look to the west. You find a Red Fruit in the middle of the field. Be sure to get that helpful item.

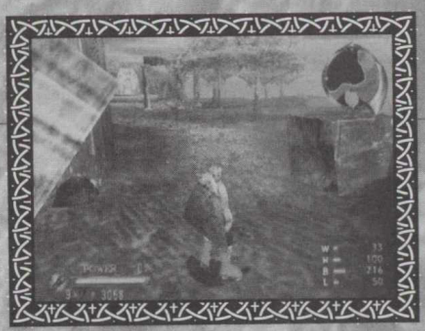
Return to the Crystal Pillar, then head southeast down the short path to the Statue of the Warrior. Walk up to it and press your Action Button to read the riddle.



The answer isn't too hard to guess. Simply unequip your weapon, stand in front of the statue, and press your Action Button. Voila! It slides across and out of your way.

Go up the hill, and at the top you see two signs. Follow the one pointing to Saramad Hill. It leads you into a cave.

Follow the path until you arrive at a fallen pillar blocking your way. Equip any weapon that has the Crush Palmira Action.



Once you've done that, feel free to crush that pillar. Then head northeast to the area where the river and waterfall are located.

NOTE

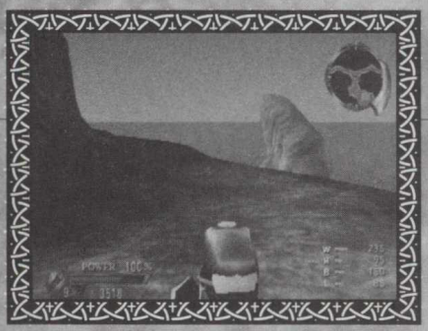
This is the same river area where Sharline found the small flower.

Here, you find the same old man who let you past the gate in the first part of the game. Well, he's now reunited with his dog, and he's pining for his castle. He is Naphato the Third, the last Emperor of the Rieubane Empire before it shattered. He's distraught now because of it and decides to give you the Royal Helm.

Now that your Royal Outfit is complete, head back to the Royal Commons. Once more, return to the destroyed house where Sharline began her adventure.

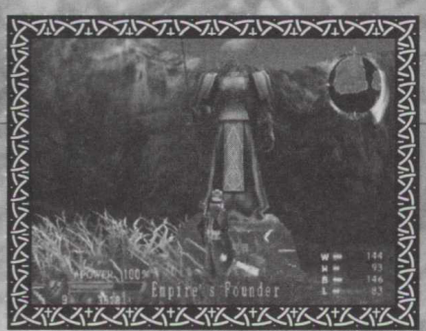
Darius's Quest

From the house, head northwest and follow the path that goes in between two large rocks.

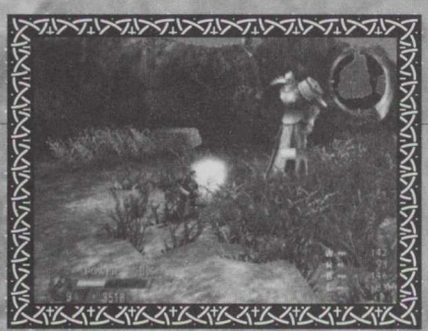


This leads you to a ledge overlooking water. Here you have a choice of going east or west. Head to the west and prepare for a boss battle.

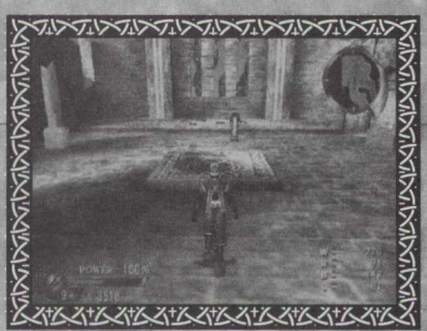
You see a statue of the Empire's founder. Walk up to it and press your Action Button. A riddle comes up. What you must do is equip your Royal Helm, Royal Robe, and Royal Boots!



Now, walk up to the Empire's Founder Statue and press your Action Button. The founder then challenges you to prove that you are worthy enough to follow in his footsteps. With your Royal gear equipped, you should be up to the challenge.



Keep in mind that this boss can be pretty tough. Equip your strongest weapon and try to get behind him. Once you defeat him, his last words are that he accepts you and therefore gives you the Royal Medal.



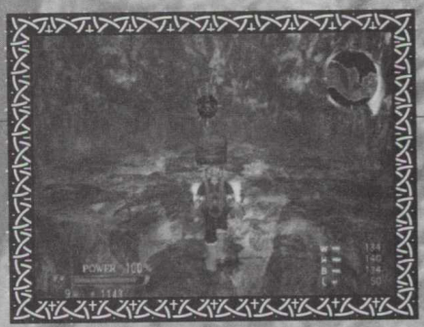
Now that you have all your Royal clothing, along with the Royal Medal you won, return to the Crystal Pillar. From the Crystal Pillar, head up the hill past the Warrior Statue, and up to the Royal Shrine to give Merida a visit.

Speak with Merida. She gives you one last piece of helpful information. Finally, she transports you to the next area, but not without first trying to tell you something about your Crest mark. Unfortunately, you're whisked away before she finishes telling you. So on to the Ice Cavern.

Ice Cavern

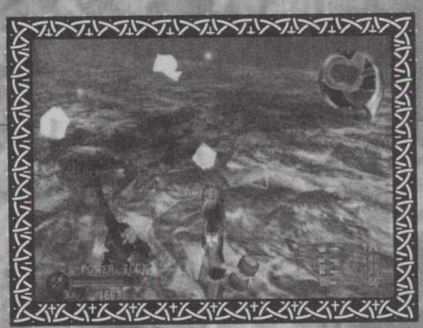
You find yourself in a chilly room with a Crystal Pillar and a large block of ice obstructing a stairway out of the room.

Use any of your Fire Palmira Actions to shatter the ice blocking your exit. With that done, you're free to move to the next area.

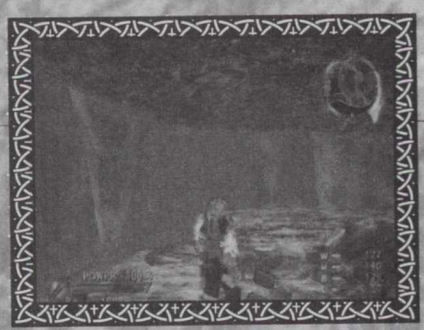


Once on the next level, you see a treasure chest located northeast of you. Open the chest to receive one piece of Palmira Ore.

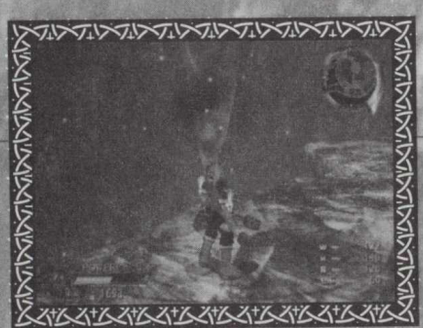
Now, head west and up the icy staircase. At this point, go north to continue up the next staircase.



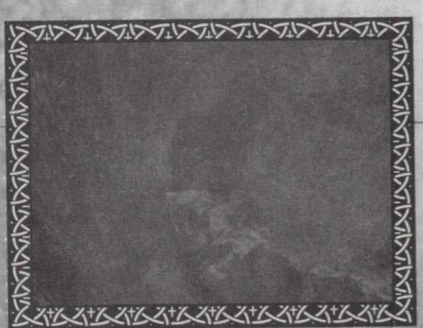
When you reach the next landing, be careful of the dark colored ice on the floor. One wrong step onto the dark ice, and you'll be taking a long walk back to this point. So head east and then north around the treacherous area, and up the next staircase.



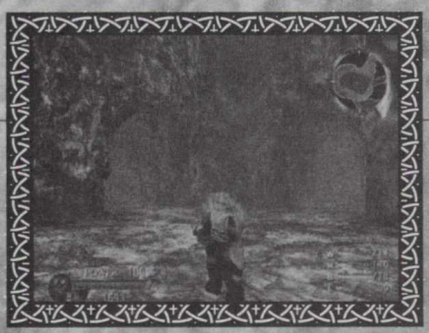
When you walk out onto the path, there are several giant ice shards hanging from the ceiling. A few begin to shake and fall to the ground below you. Knock some down, as well.



Equip your Flayed Skin Armor and use Flare Raid to knock the rest of the ice shards to the ground below you.



Two of the shards that you knock down fall into some large holes in a path below. This is very convenient because you will be taking that path next.



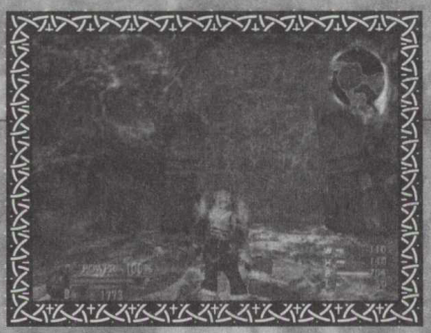
Head back down the staircase, once again making your way around the treacherous dark ice. Head down the staircase and look to the east to see two paths. Take the path that heads northeast.

You now see the ice shards that you previously knocked down. They have filled in the holes in this path. Now you can walk across with no problem.

Walk across until you find the Statue of Ice. At this point, you need to equip the Majestic Sword and the Icon of Divinity.

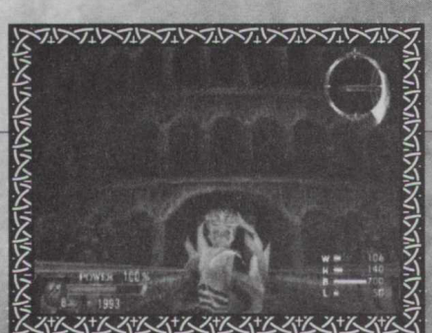
Then stand on the podium, opposite the Statue of Ice. This opens the large, icy double doors just beyond you.

Once inside, walk across the shifting, floating ice. Be sure to follow the semicircle to a second cave opening in the south containing a treasure chest. You find the Velancer inside.



Go back to the first cave opening. You see a large stone archway above the Lift. Go ahead and step on it. You are then transported to the Coliseum.

Coliseum

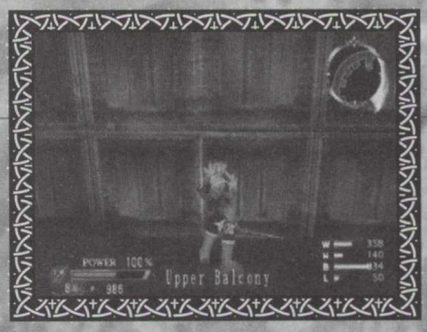


This area is a large, round structure much like the coliseums of ancient Rome.

Walk up to the double doors and press your Action Button to enter.

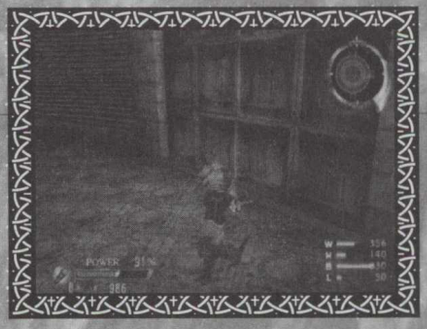
The layout inside is a long path with several inlets that winds north and then curves to the east.

In the first inlet you find a Crystal Pillar. Go ahead and save, as well as buy your necessary provisions to get ready for this new area.



Once you're out again, continue along the corridor until you reach the door to the Upper Balcony.

Go through the door, and the game automatically cuts to cinema. You're overlooking the Coliseum floor along with Krisalis. In this sequence, Darius sees Morpheus below with Sharline. However, Darius can't believe he's seeing Sharline because he thinks she's dead. The plot thickens.

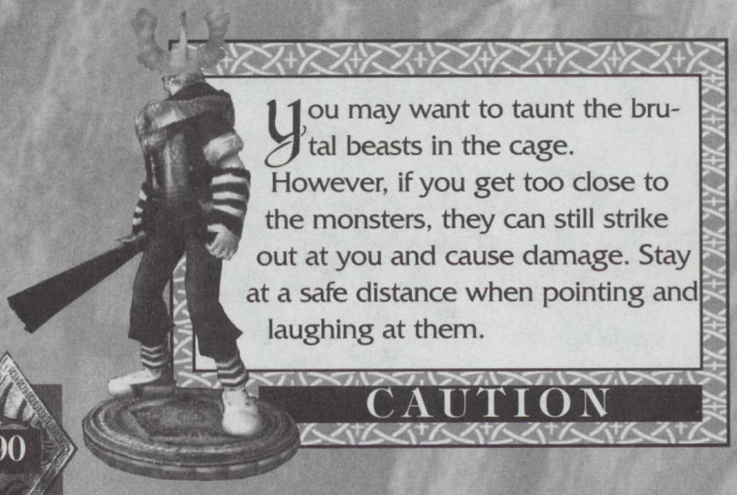


There really isn't much you can do in this area. So just head out of the East Area Passage and into the next area.

Once in the next area, make your way around the corridor past several cages containing enemies.

NOTE

You cannot release the monsters even if you wanted to. They're in there for good. (Let's hope.)



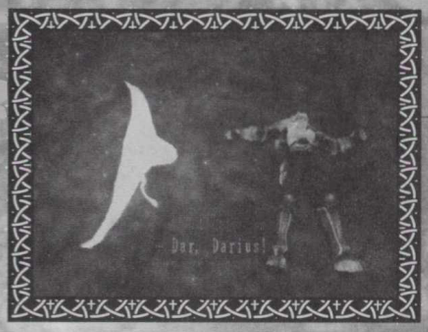
You may want to taunt the brutal beasts in the cage. However, if you get too close to the monsters, they can still strike out at you and cause damage. Stay at a safe distance when pointing and laughing at them.

CAUTION

Follow the passage to the arena door. Once you go through the door, you find Morpheus, Trandin, and Sharline inside. Darius demands to know what Morpheus has done to Sharline who seems to be in a hypnotic state. Morpheus wants to know who Darius is, and after some argument, Morpheus and his group finally depart. However, Morpheus leaves one of his cronies, Drawide. Time for battle.

Equip your strongest boots, armor, and helmet, along with the Zul's Toy Hammer, in order to make short work of this boss. After you defeat the boss, it's still not over. Drawide takes his sword and thrusts it into the ground, causing the terrain to collapse and sending you along with it.

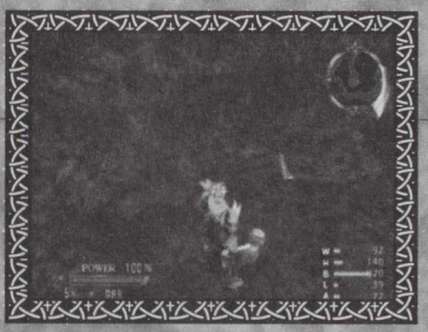
Abandoned Road



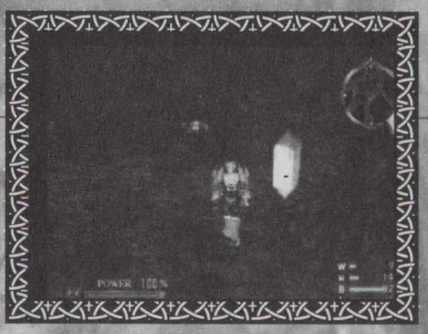
Next, you find Darius unconscious on the floor with Krisalis beside him. You find that Darius has been transported to a really hot place, and he doesn't have a pair of shorts. You must find a way out.

NOTE

This is the same place Sharline was in. So everything is pretty much the same, except for the location of a few items.



First, look behind you and find the Defender Sword left behind by the boss you just defeated.



As soon as the path you started on opens up, look to your right to find a Crystal Pillar.

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If you head northeast from the Crystal Pillar, you'll find a cave opening with a treasure chest in it. Resist the urge to open this chest because it has a life-sucking creature in it. Other than that chest, there is nothing else in this part of the level.

From the Crystal Pillar head west, then cross the bridge over the hot and very unfriendly lava.

Go north and slightly west, and follow the path until it dead-ends. Then drop to the level below.

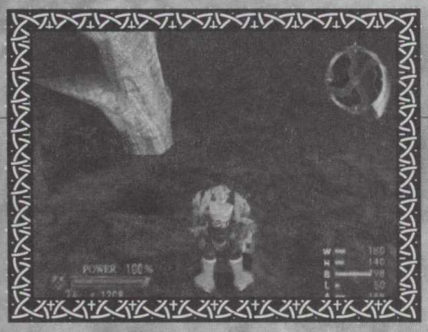
Head west and follow this path into a cave to find Orladin. Inside, you talk to him. You find out that he has met with Sharline and wants to help her; however, he is wounded and won't make it. So he gives Darius the Scarlet Sphere and implores him to save Sharline.

Darius runs off, but not without first running into a dying soldier who implores Darius to save Sharline. Darius tells him that he loves Sharline as a sister and is trying hard to save her, especially because he's the one who caused Sharline misfortune.

Head back along the path the way you came. Loop back around to the bridge, this time continuing south along the path.

This path dead-ends as well. Drop to the path below that heads east. Be sure to turn around and face the ledge you dropped from to find a Mushroom.

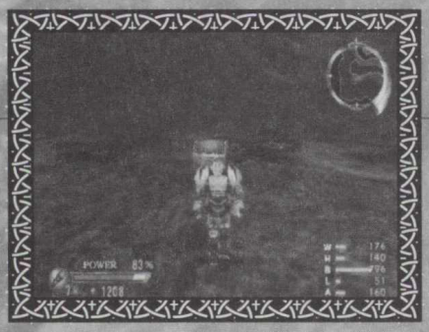
Continue along this path until you reach an opening with two large bone-like structures sticking out of the lava.



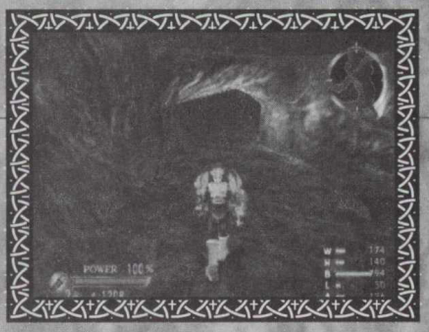
Look around you carefully and notice that there is a path below you that runs perpendicular to the path that you are on. For now, the path below is the place to be.

Drop to the path below and head south until the path is overrun by lava. Make sure you don't step into it. It'll kill you.

Equip your Dragolos Boots and select the Float Palmira Action to cross the lava.

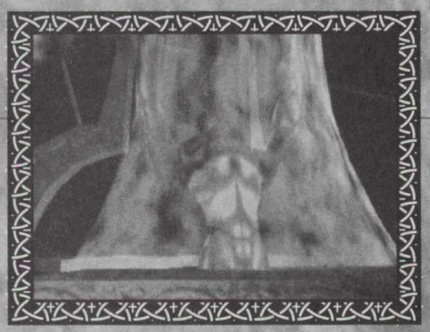


On the other side, you find a chest containing the Azure Sphere. You now have the two spheres needed to battle the upcoming boss.

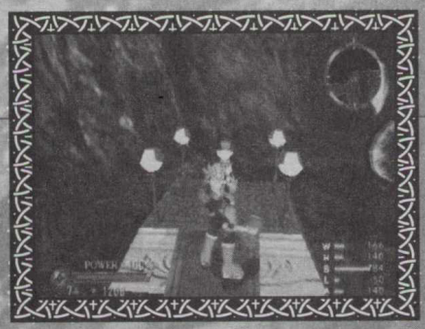


Go back the way you came, and pass under the path you dropped from. Follow the path you are on, and eventually you drop down to the area with the Crystal Pillar.

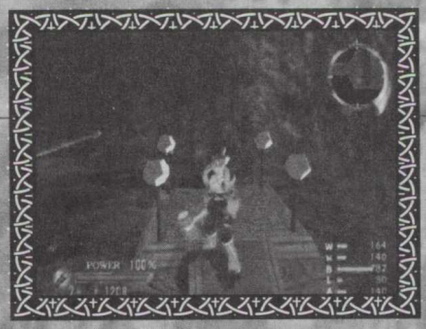
Once again, cross the bridge and head south. Continue to follow this path until you reach the area with the large bone-like structures protruding from the lava. This time, do not drop down, but continue on the path into the cave.



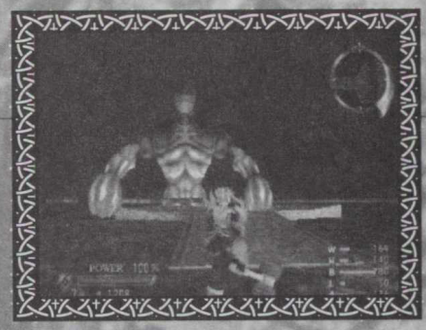
There, you encounter a gigantic lava boss named Djinn, with two podiums on either side of him.



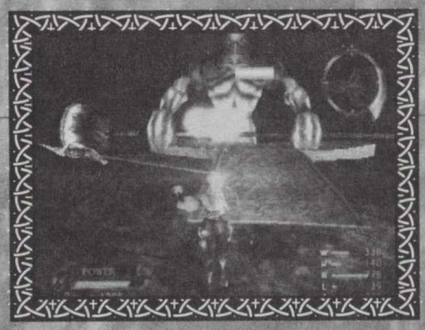
You cannot harm him until you activate both podiums using your spheres. The Northern Altar of Fire takes the Scarlet Sphere.



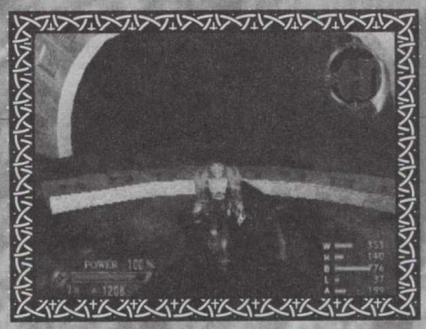
The Southern Altar of Fire takes the Azure Sphere.



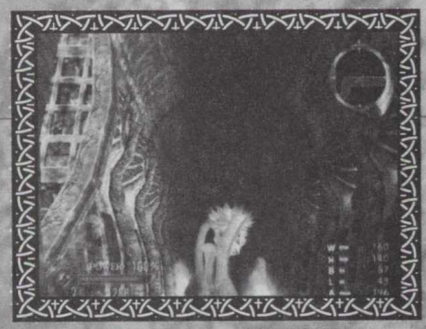
After you do this, the boss's force field disappears, and you can cause him damage.



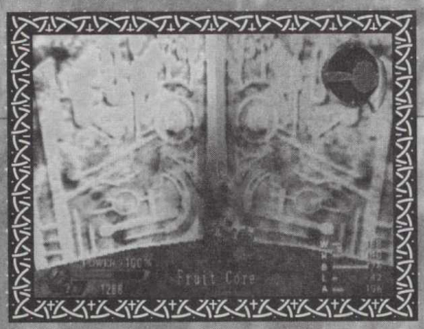
Put on your strongest equipment and any of your weapons that have Ice Palmira Actions. Be sure to attack this boss from a distance to kill him quickly. Using the Ceremonial Spear and the Frost Lance Palmira Action works very well.



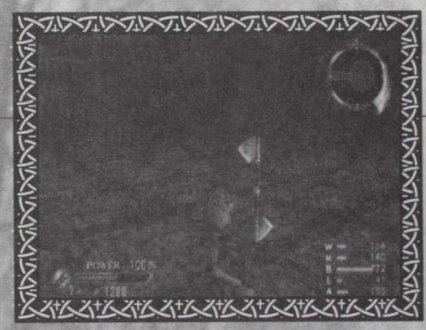
Once he's dead, head to the lava pit he was in and cross the bridge that now appears.



Follow the winding path until you reach the center hallway. Press the Action Button to enter the hallway.



Continue to the double golden doors and enter the Fruit Core. Inside, Sienna is waiting.



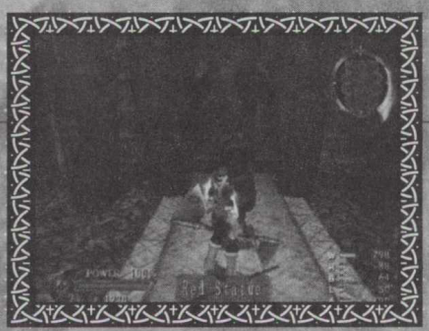
First, be sure to take the Heavenly Axe that you see as soon as you walk in.
Inscribed on the axe is a note: "To Our Savior: From Your Eternal Friend."

At this point, walk up to Sienna. She talks to you about the Crest and what it means to be a Crest-bearer. You find out that bearing the Crest means that you have the power to inadvertently cause people misfortune. Since Darius already knows this, he demands that Sienna show him where Morpheus is. She then transports him to the Soaring Tower.

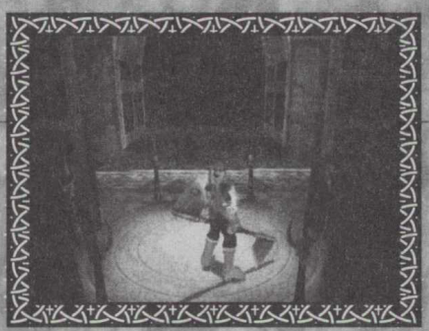
Soaring Tower

NOTE

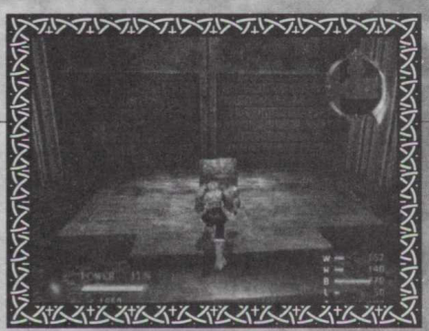
In this section you need boots, armor, and a helmet in two different colors: blue and red. You might as well get this done as soon as you start this area.



Head north to the Laboratory Entrance. Walk up to the Red Statue and equip all of your red gear.



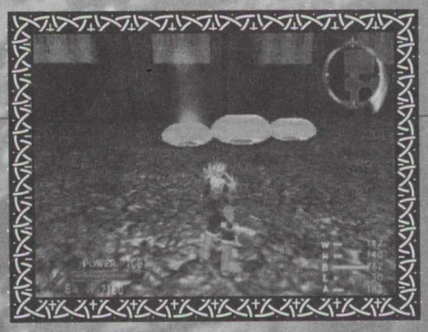
Once inside, you need to equip your Guard Boots and take the Guard Lift across the open floor.



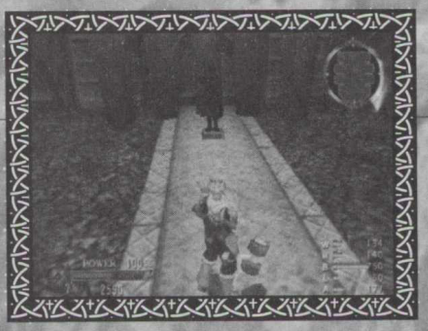
Once in the main corridor, head east to a platform with a treasure chest. Inside is the shopkeeper's favorite tasty treat, a Mushroom.

Head back to the main chamber, then head south to the South Isolation Room. One of the two enemies in this room has the Sealed Key. Fight them both to acquire that key.

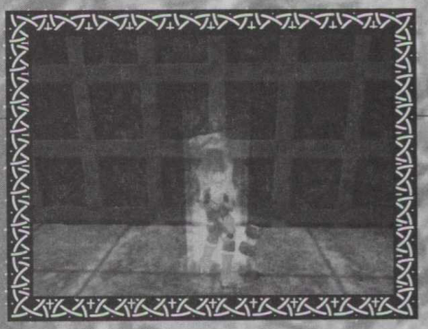
Now return to the main room and head north until you reach the North Isolation Room. Use the key to open the room.



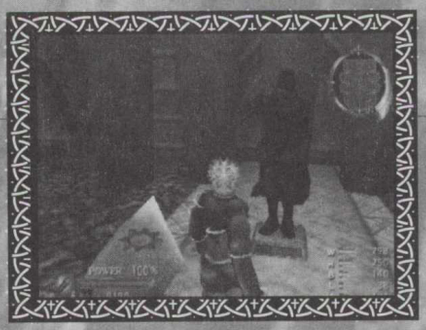
You find three large slime creatures in this room. They bounce up and down, but wait until they are on the ground to hit them. Make sure you have some Release Emblems with you, as the monsters like to seal your Palmira Actions.



Once you have defeated all three slimes, the Red Statue that teleported you to this area turns blue. Your work here is done.



Return to the Guard Lift and teleport using the Caped Statue. To do this, simply stand in front of the statue and press your Action Button.

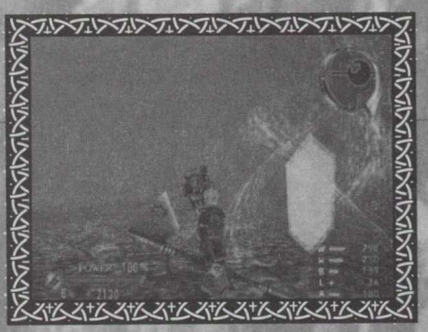


You find yourself back in the Laboratory. It's time to play dress-up with the statue once again. Change into all your blue gear and approach the Blue Statue. Press the Action Button to be teleported to the lower part of the Soaring Tower.

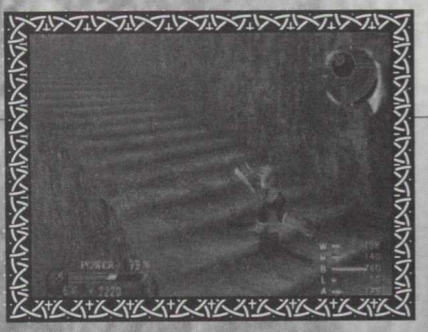
Soaring Tower—Lower Part

NOTE

Notice that this area is the same as when Sharline visited; all the doors and staircases are in the same places. You should have no problem finding your way around; however, the puzzles have changed.

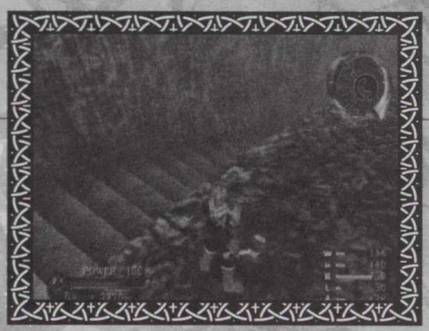


You start off right next to a Crystal Pillar, in the midst of quite a bit of fog.



Start by going east to the first staircase. Take this staircase and go up.

Optional



Continue northwest and pass the first staircase. You begin to veer and head west when you reach a second staircase leading down.

Take it and cross the bridge to the elevator shaft. Inside the elevator shaft you find five Mushrooms. The shopkeeper is going to be your best friend now.

NOTE

If you went to get the Mushrooms, you must go back the way you came and return to the staircase that you passed on the level above.

Head northwest to another staircase. Go up these stairs, as well. When you come up the staircase, look to the east to see double doors leading to The Forest of Knowledge.

NOTE

Memorize this location because to solve the next puzzle you must return to these doors within a restricted amount of time.

Continue southwest and pass the first elevator shaft bridge.

Move into the next area to find the Forest Symbol on the northwestern wall.

Read the Forest Symbol, then hit the symbol with your Valbec Club. This causes the Forest of Knowledge doors to open.

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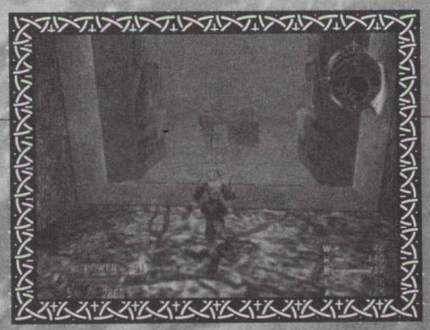
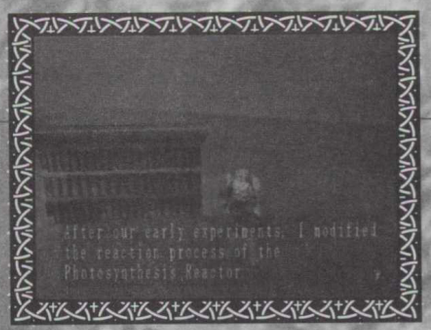


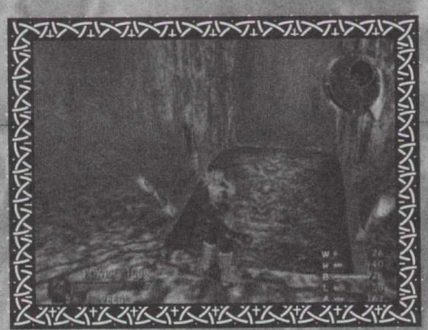
Run back to the Forest of Knowledge doors before they close. If you have the Speed Boots, you may want to use the Boot Dash Palmira Action to get there faster, but it is not necessary.

NOTE

If you don't make it into the Forest of Knowledge in time, simply repeat the process until you make it through the doors.

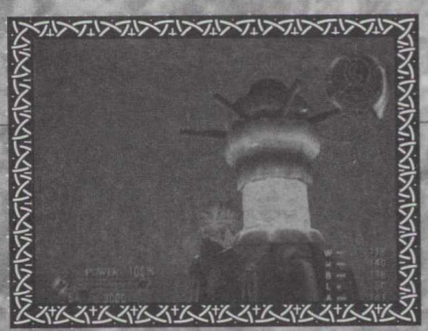


Try the Action Button again after removing your weapon. The statue will slide to the right and the path will now be clear.

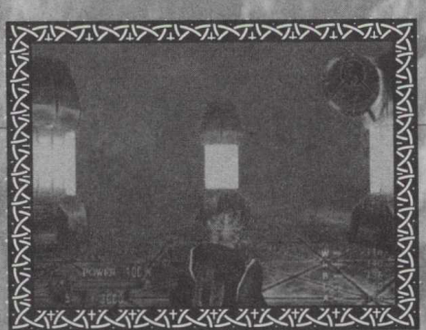


Exit the Forest of Knowledge and return to the bridge that you passed previously on your way to the Forest Symbol.

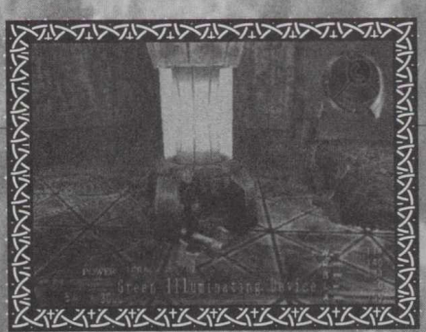
Cross the bridge and enter the elevator shaft. Take it down.



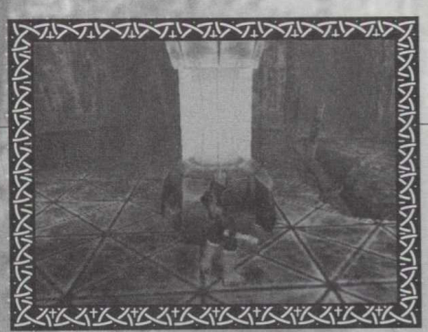
At this level there is another elevator that goes down one more level. But you want to exit the elevator shaft to find the Photosynthesis Reactor.



Along with the reactor, there are three Illuminating Devices in this area.



Turn off each Illuminating Device (blue, red, and green) simply by walking up to each one and pressing your Action Button. This in turn shuts down the Photosynthesis Reactor.

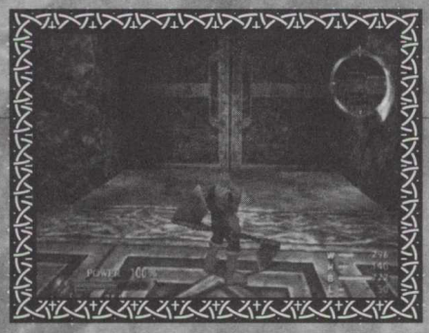


Now that you've accomplished that, walk up to the green Illuminating Device and press your Action Button to turn it on. This causes the Blue Statue, which you used to teleport to this area, to turn green.

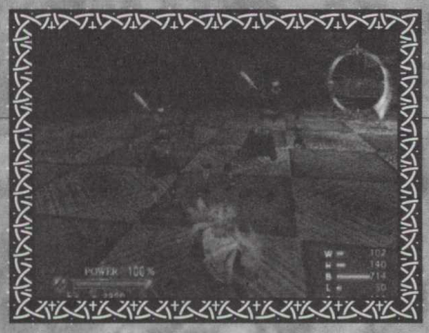
Return to the Crystal Pillar at the bottom of this area to the Green Statue and press the Action Button. This teleports you to the upper part of the Soaring Tower.

Soaring Tower—Upper Part

Once you have teleported, you run into Krisalis again. She is happy to see you, but she also lets you know that this is your hardest challenge yet.



Go up the stairs to the first door you come across and enter.



Time to start fighting like there's no tomorrow.

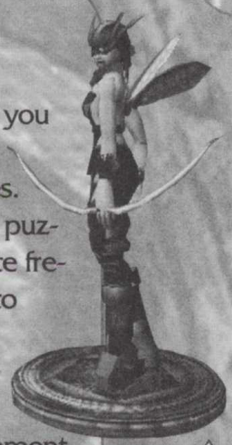
NOTE

As with the area you just left, the layout of this dungeon is the same as Sharline's dungeon in her quest.

Inside this chamber you must continually fight enemies in order to open the door on the other side. Each enemy you kill opens the door just a little more.

TIP

To get past the room you are currently in you must fight many enemies. Due to the nature of the puzzle, the enemies generate frequently. You may want to take this opportunity to earn some extra Palmira Pieces in order to upgrade whatever equipment you may need.



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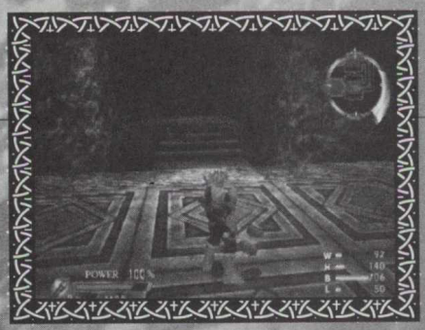
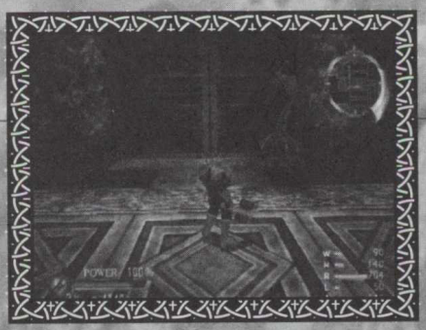


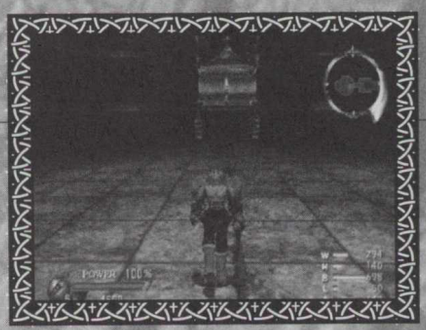
Once the door is open enough for you to pass, exit that chamber to find a platform and staircase.



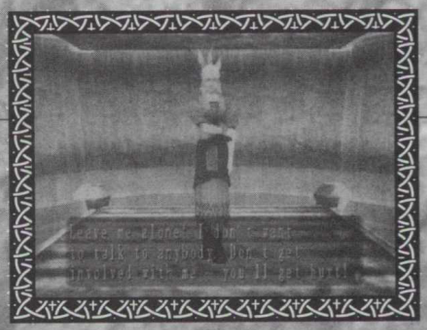
Head up the staircase and into the next chamber. Here there is a door. Walk up to it and press the Action Button to open it. Step inside.

In this section, you can go north or west.

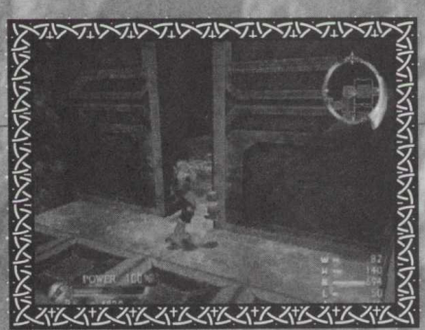
Going west brings you to a Lift. Take this Lift to the level above you.



In this next area, there is only one door. Go through it to find Morpheus's granddaughter, Medina, trapped inside a floating cage protected with a force field.

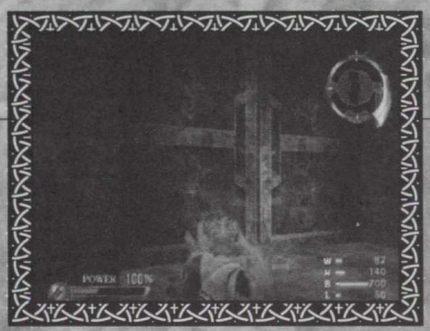


She implores you to leave her alone because she is almost dead, anyway. Unfortunately, there is nothing you can do to help her now. So go back out and down the Lift.

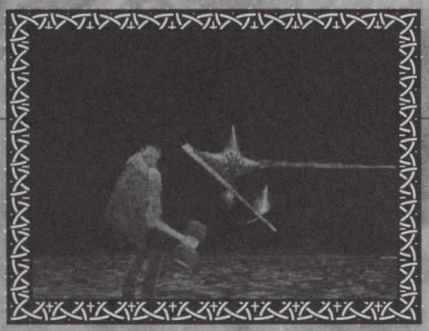


Go back to the fork in the path, and this time proceed north, then east through the door. Continue to yet another set of doors.

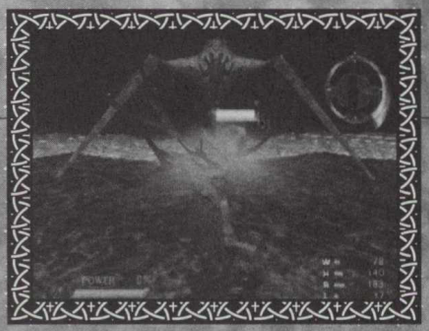
Inside you find an icy room. It's another chamber where you have to kill enough enemies to open the door. So buckle up and slay some monsters.



Once the door is open enough for you to get through, head up the staircase to double doors. Beyond the doors is a boss, so be prepared. Equip your strongest armor and such.



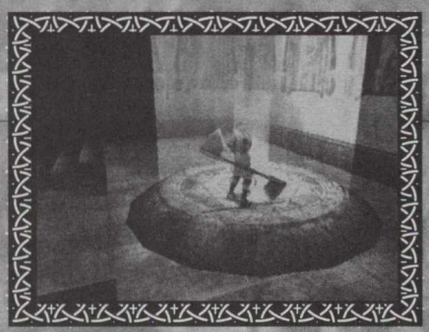
Inside, Zaptia is waiting for you. Be sure to use your strongest Earth Palmira Action to defeat him with the most ease.



The best strategy is to stand far enough away from Zaptia so that he can't touch you. Use long-range attacks.

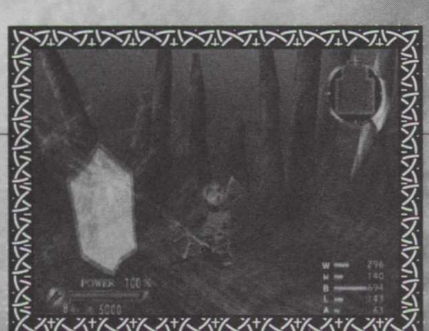
Once you have defeated him, cross the bridge that has formed over the pit of energy. Then enter the now-open set of doors.

This leads you to a room where you find Krisalis. She tells you that Morpheus is right above you. So off you go to face him.

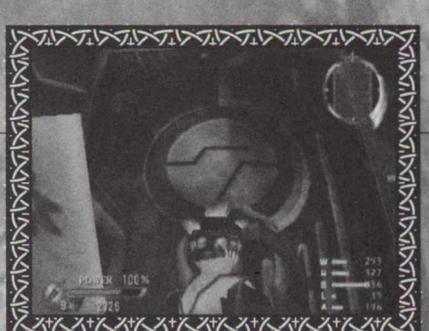


Go up the steps on either side and walk into the light. This transports you and brings you one step closer to Morpheus.

Morpheus's Secret Lab



Once you teleport, you find yourself on a platform that appears to be floating in the sky. There is also a Crystal Pillar here that you should use.



Once you are prepared to face Morpheus, walk up to the only door on this floating platform. Press your Action Button to go in.

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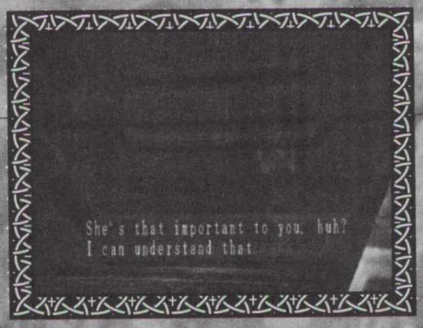
Morpheus's Secret Lab

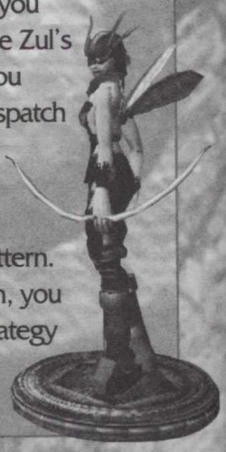
Upon entering the chamber, you are treated to one of the more involved and revealing cutscenes in the game. All the major players are here—Morpheus, Sienna, Sharline, and Darius.

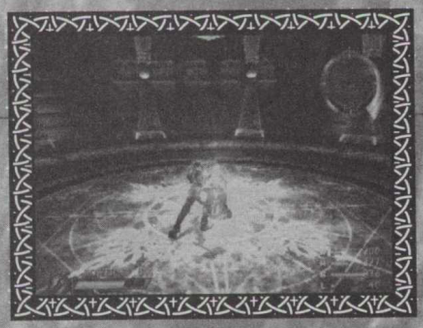


Sharline has been turned into a test subject and locked in a glass prison. It's time for Morpheus to challenge Darius. Are you ready?

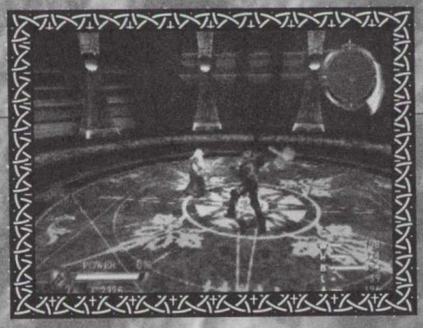
TIP

If you have the proper equipment all upgraded to an HI level, Morpheus is quite manageable. Use the strongest armor, boots, amulet, and helmet you have. In addition, use Zul's Toy Hammer, and you should be able to dispatch him in short order. Keep in mind that Morpheus does not have a set attack pattern. Because it is random, you must adjust your strategy depending on what he throws at you.





Morpheus is a little old man, but don't let his appearance fool you. He certainly has some tricks up his sleeve. He uses Palmira Action attacks against you, so be prepared to move.

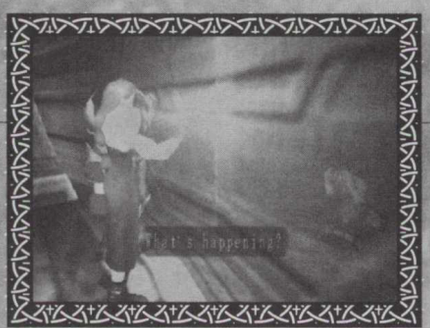


He also teleports around the room. You need to keep a sharp eye out, as he likes to sneak up behind you whenever possible.

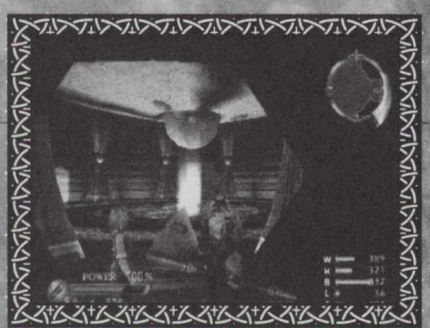
Upon defeating Morpheus, the plot thickens yet again through the use of another cutscene. And you thought it was over.

Sienna reveals herself as the Demon that we've heard about through the whole game. Trandin, we find out, is actually her son.

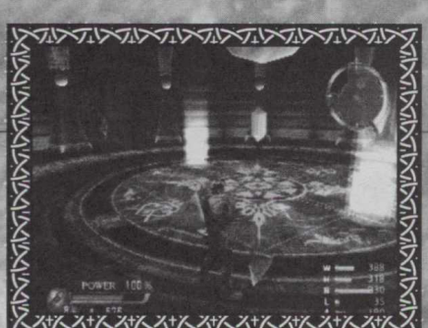
Morpheus then tells us that he has sent Trandin to the Land of All Ends. Morpheus further proves he's a mean, evil old man when, as he dies, he leaves Sienna with a very difficult decision—save her son or save Sharline.



Morpheus finally disintegrates, and Sienna begins to shine brightly. This carries out to the grand finale.



Sienna's voice rings out, apologizing for her actions. Things are very tense.



Suddenly, you find yourself in Morpheus's Secret Lab. Only now there are two Phase Shifters on the floor, along with a Crystal Pillar.

NOTE

At this stage of the game, you can choose to play as either Darius or Sharline. It doesn't matter who you use first, or which boss you fight with whom. Each Phase Shifter leads you to a boss. Once you defeat one of them, you must then fight the other with your remaining character.

Sharline is standing in her now-open cell in the east portion of the room. You can speak to her if you want to switch and let her go first.

Whoever you decide to use first, use the Shop to fill up one more time, and prepare for the hardest fight in the game.

Stand your character in front of the door and face the Phase Shifters. From this point of view, the Phase Shifter to the west takes you to Trandin, and the Phase Shifter to the east takes you to Krisalis.

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When either of your characters enter a Phase Shifter, there is a brief exchange between the two.

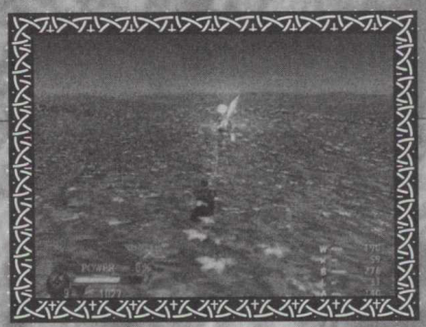
NOTE

Depending on which Phase Shifter you take, you may end up in either of the boss battle locations. For our purposes, we will start by going in the west Phase Shifter to face Trandin.

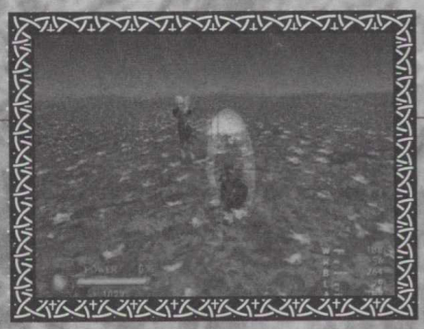
Land of All Ends

NOTE

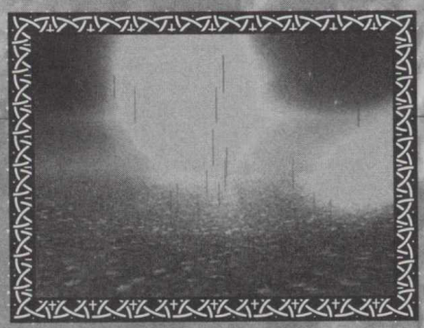
Trandin's attack pattern is random, just like Morpheus's. You must adjust your attacks to whatever openings he gives you.



You find yourself facing Trandin. As always, equip your best gear, and try to focus on lightning defense. Lightning Palmira Actions seem to be his most common attacks.



The terrain in this area is odd indeed. There seems to be a layer of vegetation floating above the ground. No time to admire it, though, because you have your hands full with this boss.



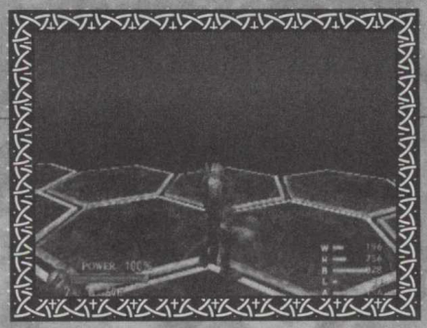
After you defeat Trandin, he cries out for his mother before disintegrating. Poor little guy.

Heavenly Chamber

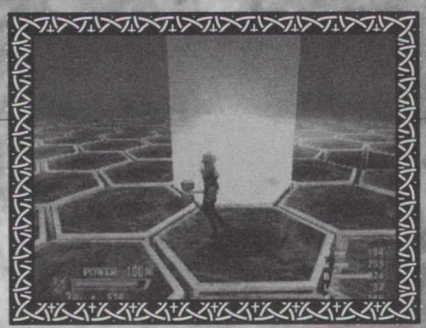
NOTE

Now you face the last boss. The strategy of using your best equipment and lightning defense still applies here. Once again, the attack pattern is random. Good luck!

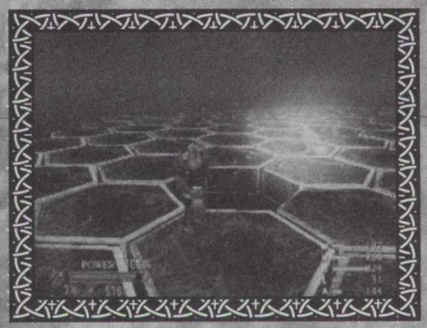
Well, here is one more twist for you. It appears that Krisalis is our final opponent. She appears to be speaking for the Mother of All Things.



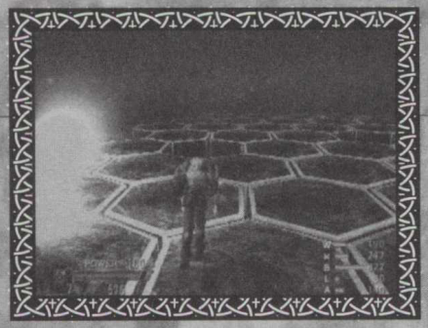
Be careful during this boss battle not to get too close to any ledges. That drop is a doozy.



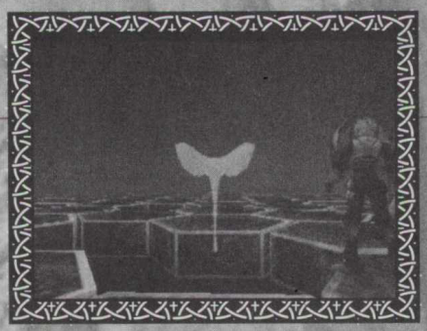
The floor here appears to be tiled with individual pieces. Be aware that part of Krisalis's strategy is to destroy these tiles to create open holes in the floor, making it difficult for you to avoid falling. You can use this attack to your advantage, though.



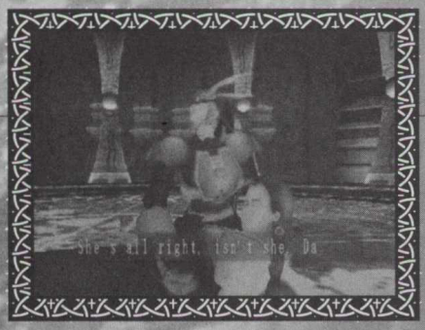
During the time Krisalis is causing the tiles to break apart, she is invincible. But wait until she has just finished, then hit her with Zul's Toy Hammer to cause some major damage.



Try and avoid her lightning attacks whenever possible. They don't damage you all that much, but they can throw you off the platform pretty easily.

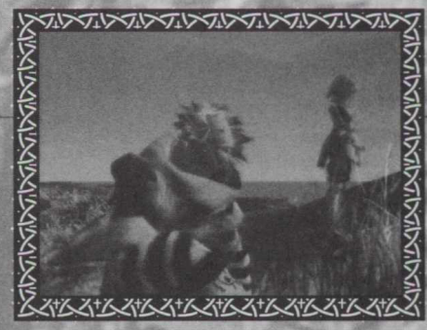


After you deliver the final blow, she wishes blessings upon you.

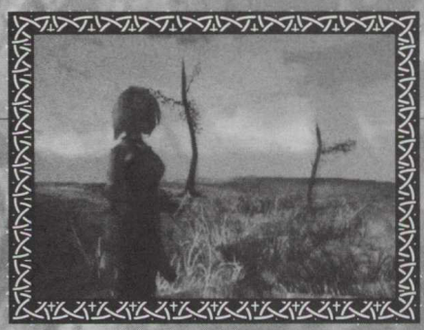


The movie sequence takes us back into Morpheus's Secret Lab where Sienna reappears badly wounded. She is dying.

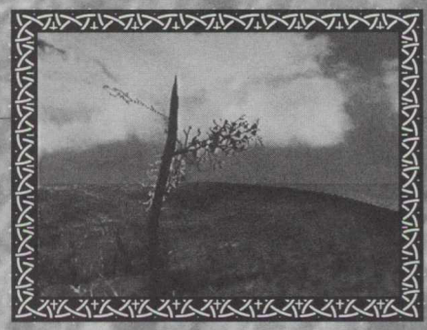
As Sienna is fading, she apologizes to both Darius and Sharline before prophesying that one day the Crest will be a symbol of hope.



It's dusk now, and Darius and Sharline are paying their respects.



All things are finally at peace in Rieubane, and we are now left with a serene silence.



The End.

The Shadow Tower

About the Shadow Tower

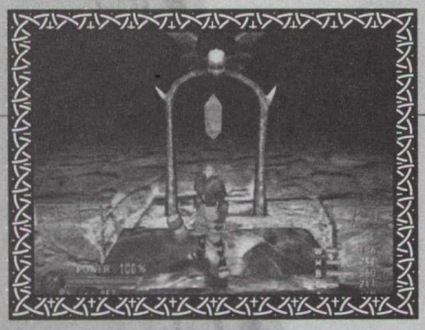
The Shadow Tower is a completely optional part of the game, but there are a lot of Palmira Pieces, as well as unique armor and weapons, to be found in this area. There are a couple of things you need to know before entering the Shadow Tower though. To begin with, you must have a Dark Guide Post. In order to use the Dark Guide Post you need to be in the Crystal Pillar's Status menu. Here you can use the Dark Guide Post to automatically teleport.

Once inside the Shadow Tower you cannot save and there are no Shops. You also do not have the use of your map to help orient yourself and no compass directions. In order to complete the Shadow Tower you must go all the way through it without saving or dying. There are green Return Crystals throughout that take you out of the Shadow Tower and back to civilization. However, if you leave you will need another Dark Guide Post to reenter, and regardless of what point you reached previously, you will start at the beginning. Also, the layout of the Shadow Tower is the same for both Darius and Sharline. The only difference is the items obtained by killing the bosses. It's not a very forgiving place, but it's well worth it when you see the cool equipment you can obtain. So put your chin strap on, and let's go.

Getting Dark Guide Posts

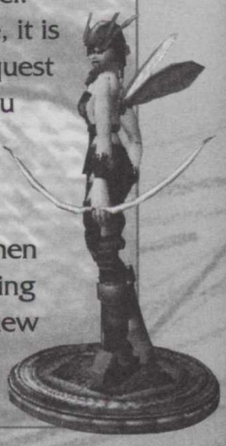
You can earn Dark Guide Posts throughout the game by killing a Palmira Bee. Hopefully, it will leave one behind. In order to find Palmira Bees you must experiment with hitting different structures and pieces of furniture throughout the game. One example of such a structure is located in the Laboratory in the Underground Shrine. The large pillars in either corner of the room against the same wall as the Caped Statue yield several Palmira Bees. When they emerge, be prepared with some Ice Raid Palmira Action. Palmira Bees are quick and disappear after a short time, so hit them quickly. Good luck!

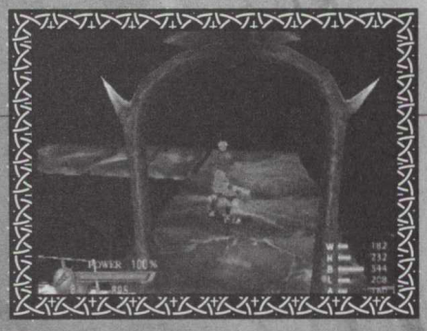
Shadow Tower—Level 1



You begin this dark adventure on a platform with a green Return Crystal. It would appear that the dead heavily influenced the décor in this area.

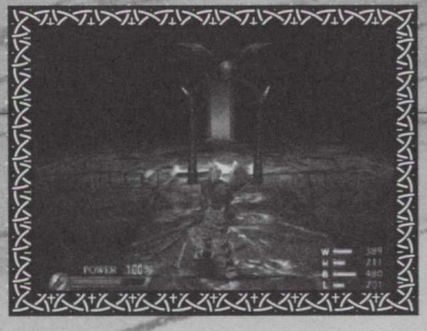
TIP There are several things you should remember about the Shadow Tower. Because the enemies are tough in here, it is a good idea to wait until later in your quest with either Sharline or Darius before you attempt to tackle the Shadow Tower. Also, if you have several Dark Guide Posts, you may want to go in and earn some Palmira Pieces and equipment, then leave and save. You start at the beginning when you reenter, but you have your new equipment and a better feel for the area you have already covered.





Head straight past two platforms until the path turns to the left. Be careful on those orange paths; you are quite a ways up.

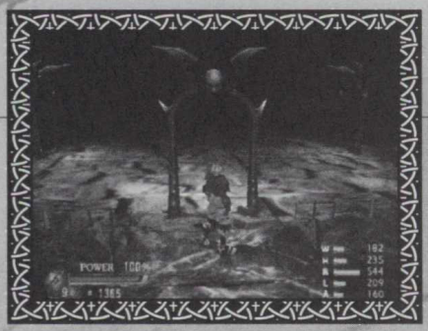
This is the featured creature for the first level of the Shadow Tower. You must kill at least eight of these to form the path to the boss door, which you will come across a little later.



There are no alternate paths to get you lost in this particular area of Level 1. So just keep moving along until you find a Phase Shifter.

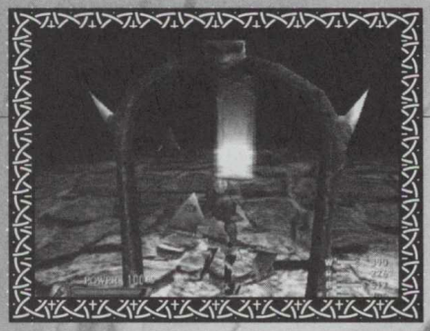
You've found the first in a long line of Phase Shifters. Go ahead and step into the light.

The Shadow Tower



Go straight until you reach a platform with paths going to the left and right. Take the right path.

You come to another intersection with the option to go right or left. This time, go to the left.

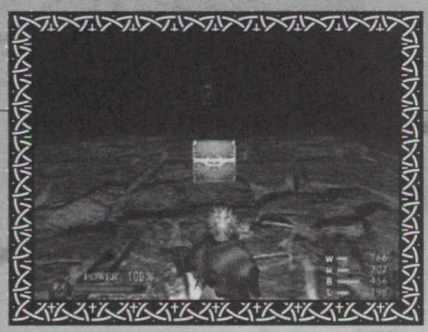


Follow the path to this next Phase Shifter.

As soon as you teleport, you have a Rock Golem swinging away at you. Take care of him before taking the path straight ahead.

You cross a platform before meeting up with another Rock Golem. Show him who is boss before continuing to the next platform.

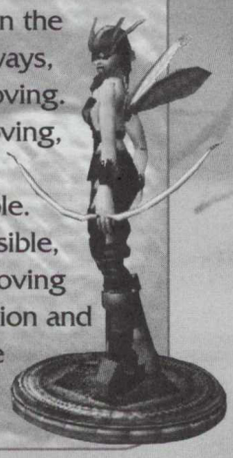
On this next platform you have your first introduction to a very important part of the Shadow Tower—the flashing walkway.

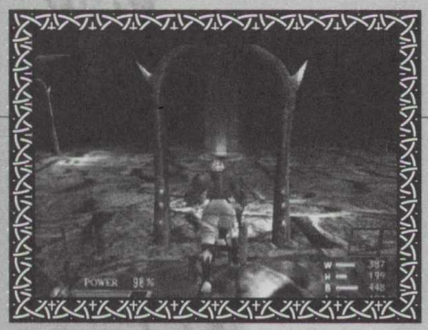


Step onto the flashing walkway to reach a treasure chest containing a Red Fruit. That's just what a growing hero needs.

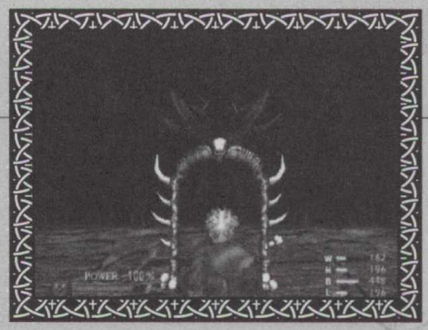
TIP

When walking on the flashing walkways, be sure to keep moving. When you stop moving, they stop flashing and become invisible. When they are invisible, it is easy to start moving in the wrong direction and end up taking quite a fall.

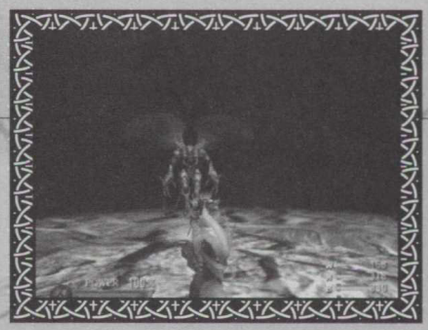




Go back the way you came along the flashing walkway, and take the path to your left once you get back to the platform. This brings you to yet another Phase Shifter.



Did you kill eight of the featured creatures for this level? If not, you won't be able to use the walkway leading to the boss door. If there are any planks missing, simply step back into the Phase Shifter and backtrack a bit until you have enough kills. Once you do, enter this creepy door to face the first level boss.



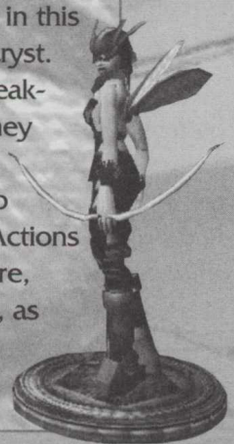
It's Dementia. Be careful not to get knocked off the platform. A couple of well-placed hits with Zul's Toy Hammer should dispatch Dementia, as well as earn the Avenger if you are Darius, or the HRL-000-A if you are Sharline. Pick it up and get whisked away to Level 2.

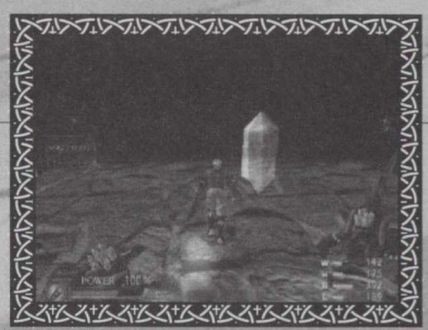
Shadow Tower—Level 2

Here is the featured creature for Level 2. Just like before, you must kill at least eight of these to build the path to the boss door.

TIP

There are blue lizard-like creatures in this level called Basilcryst. Their only true weakness is fire, but they don't sit still long enough for you to use any Palmira Actions on them. Therefore, employ the flight, as opposed to fight, philosophy.





There are quite a few Return Crystals in this level. This is a tough level, but it's nothing you can't handle, so resist the temptation to leave if you can.

The Shadow Tower

There is no way to get lost in this portion of the level because there's only one path to take. So continue killing this level's featured creature.

You eventually reach another flashing walkway. Take great care in staying on the path.

This flashing walkway leads you to the next Phase Shifter. So go ahead and jump right in.

This portion of the level is shaped like a huge, skinny U. With long straightaways like this, that Boot Dash Palmira Action could come in handy.

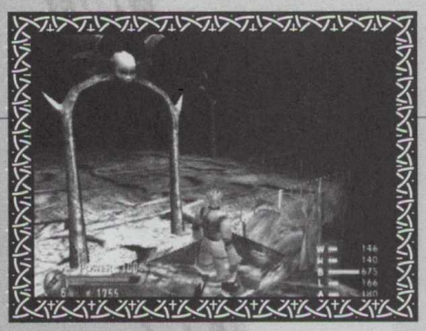
The flashing walkway and the Return Crystal let you know that it's time to turn right. Once you do that, it's straight ahead to the next Phase Shifter.

NOTE

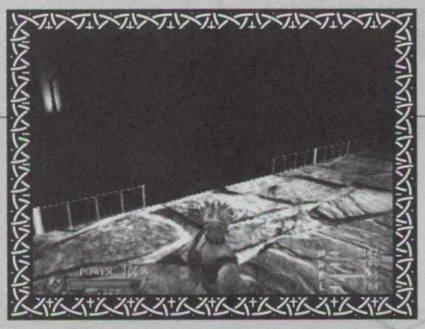
This area can be very confusing. If you follow the directions given, you should be fine. But if for some reason you get lost, try to use the dead ends and Return Crystals as landmarks.

You start out having to go straight, then you reach an intersection like this one. Go straight to the platform with the monkey on it.

After the monkey platform, continue to go straight until you reach another intersection. This time take the path heading left.

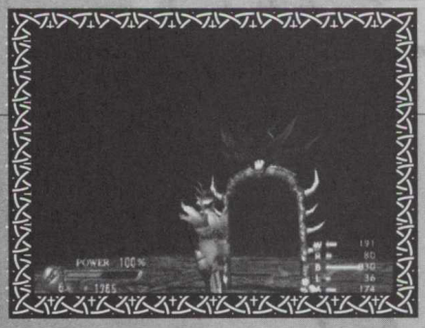


The second platform that you reach after turning left has a flashing walkway to your left. Go ahead and take it to find yourself on a platform with paths heading right and left. You want to go right here.

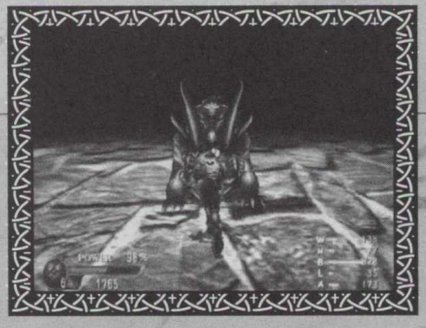


Follow the path across several platforms until you reach a platform that has another flashing walkway. This one is on your left again.

Walk carefully on this psychedelic path until you reach another Phase Shifter. Ready for a boss battle?



There's that creepy door again. Well, you know what time it is, so get equipped and prepare for another boss battle.



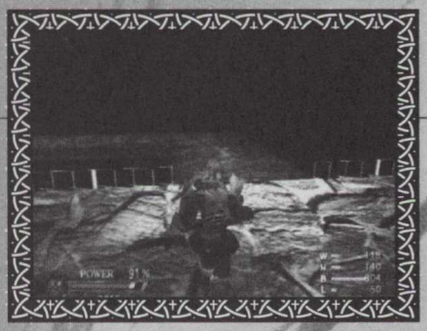
Another familiar face is here to greet you. Use Zul's Toy Hammer to quickly dispatch Ammit. Once again, be careful not to fall of the edge of the platform.

Once you defeat the second boss, you receive the Tiger Claw if you are Darius, or the HRL-000-H if you are Sharline. Upon picking these up, you are transported to Level 3.

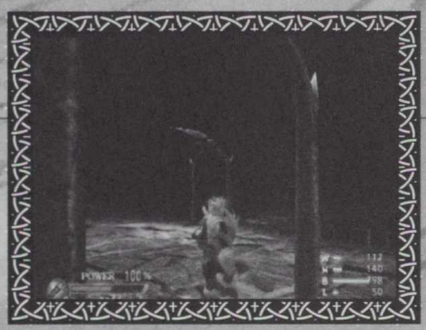
Shadow Tower—Level 3

Here is the featured monster for Level 3. Bag eight of these monsters to build the path to the boss.

This is another straightforward portion of the Shadow Tower. Simply follow the path in the only direction it allows you to go until you reach the Phase Shifter.



Look carefully behind the Phase Shifter here to find a flashing walkway. Take this to find a chest with a Life Extract. Once you have it, jump into the Phase Shifter.



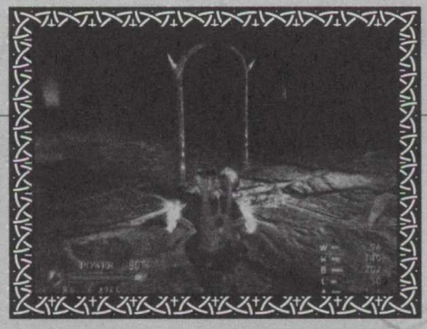
Head straight to a platform with a path going to the right and left. Take the path to the right.

This leads you to yet another platform with a path going left or right. Just to switch things up, take the left path this time.

You arrive at the Phase Shifter. But don't step into the light just yet. Look to your right to see a flashing walkway. All of the flashing walkways to this point have been the way to go, and this one is no different

This flashing walkway leads you to another Phase Shifter, which is the one you want to take.

You teleport to a platform with a path to your left, as well as a path heading straight. Take the path straight ahead.

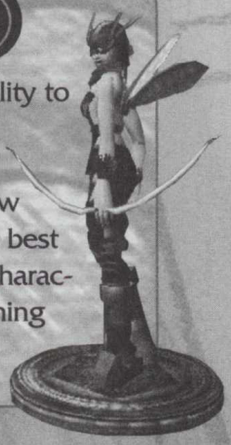


You traverse several platforms and paths until you reach a platform with a flashing walkway to your left. Take this flashing walkway.

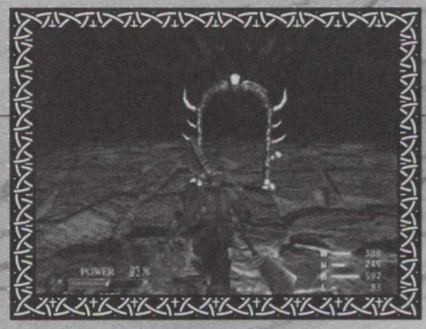
This is one of the longer flashing walkways in the Shadow Tower. Keep your wits about you, and you will make it.

TIP

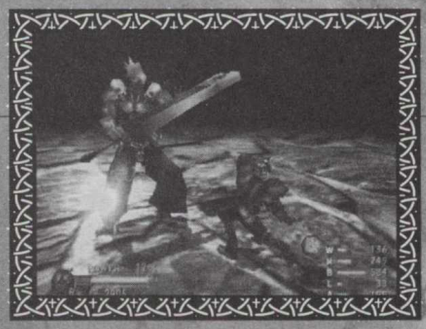
Use your ability to manipulate the game camera to allow you to get the best view of your character on the flashing walkway.



Once you finally reach the end of the flashing walkway, you are at the Phase Shifter. Hop in.



It's the boss door. Get in your best gear and equip Zul's Toy Hammer. Step inside the door to do battle.



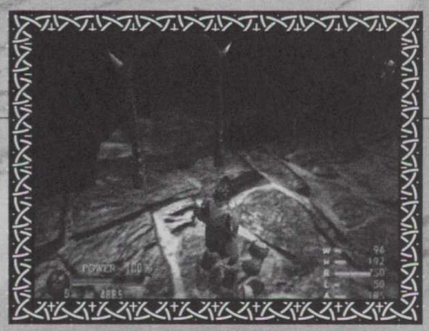
Here you face Drawide, your pal from the Coliseum in Darius's quest. Be sure to stay away from the edge, and this should be a piece of cake. Upon defeating Drawide you get the Elder's Ring if you are Darius, or the HRL-000-B if you are Sharline.

Shadow Tower—Level 4

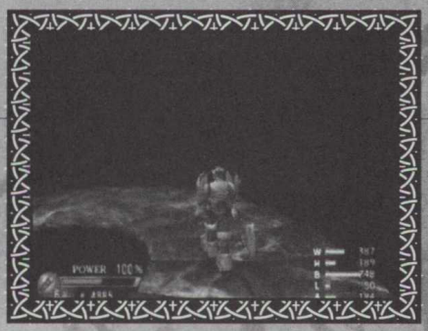
Here is the last featured creature. Once you take care of at least eight of them, you will have a complete path to the boss.

This is new for the Shadow Tower. Rather than a path connecting platforms, now there are staircases. So don't be shy, go down the staircases.

You go down several staircases and cross several platforms until you finally reach the Phase Shifter in this area. Walk into it.



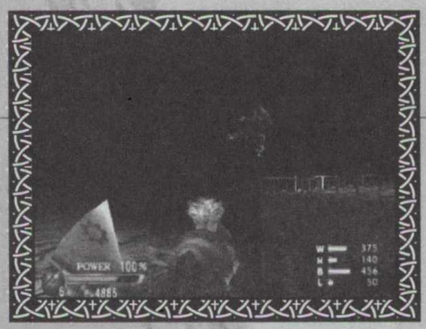
There is only one kind of monster in this area, but it's a doozy. You've seen this one before as well. It's Xenovius. Once you've taken care of business here, take the staircase off of this platform.



You are now on the mother of all staircases. Just when you think it should end, it goes on.

And on, and on.

Finally, you reach the Phase Shifter. It's been a long walk, so try teleporting instead.



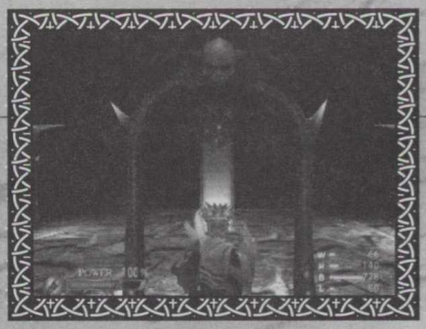
Once again, there is only one monster in this area of Level 4. It's the Empire's founder, or Soulless Folus as he is also known.

Take the only available path down until you reach the platform that has a Phase Shifter and four staircases branching off of it.

If you take the staircase to the left, it will lead you to a chest containing a Mushroom. You can never have too many of these.

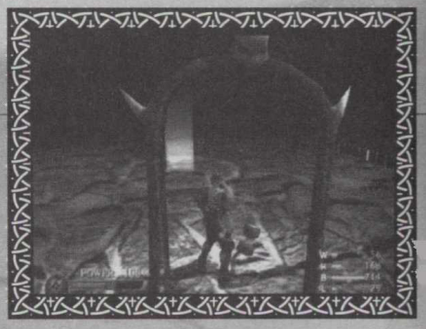
If you take the staircase to the right, it will lead you to a Return Crystal. But you aren't thinking of leaving now, are you?

The center staircase leads to another Phase Shifter. Whatever you do, do not take this Phase Shifter. This takes you back to the very beginning of Level 4.



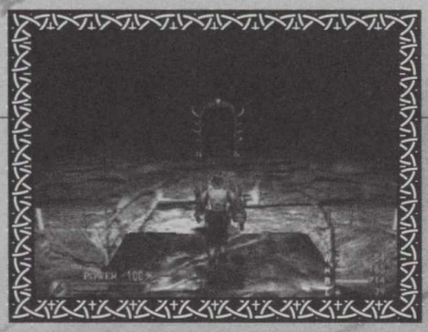
So now that we know what is out there, go ahead and jump into the Phase Shifter with the four paths leading from it to continue your adventure.

You are getting close now. Follow the only path available. You reach another flashing walkway. Be careful.



Continue to follow the only path in this area, and after crossing many platforms and staircases, you arrive at the Phase Shifter.

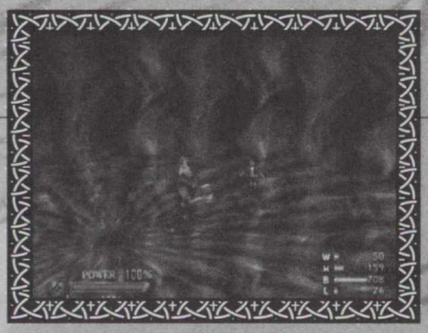
The Shadow Tower



Well, after a long trek you finally arrive at the Level 4 boss. Get in there.

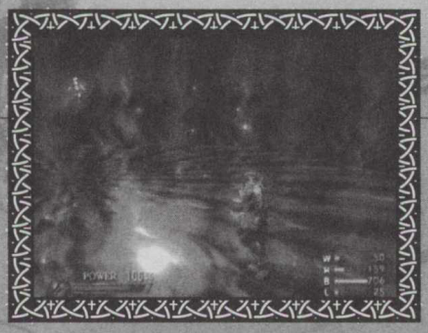
Here you find Red Wind. As always, watch those ledges. Upon defeating him you get the Swan Beret whether you are Darius or Sharline. As soon as you pick up the item, you are transported to the Shadow Tower Final Level.

Shadow Tower—Final Level



You find yourself on a platform with swirling red lights all around you. The boss you face seems to be some variation on Trandin.

Be extra careful with these ledges; they are treacherous.



You are in for a dogfight here. This is the toughest boss in the game. He throws everything at you, from Fire and Lightning Palmira Actions, to physical attacks with a sword.

Upon defeating this final boss, you are awarded some of the best equipment in the game for both Darius and Sharline.

Compendiums

Understanding the Compendiums

The compendiums have been designed to provide you with as much information about a particular enemy, item, or piece of equipment as possible. To that end, all of the listed data on a particular piece of equipment is at a HI Palmira Level. Note that when you first receive a piece of equipment, it is at a LOW Palmira Level, and you must upgrade at the Shop to advance it to the MEDIUM and HI settings.

Additionally, the only way the data will be of any help is if you understand what it stands for. The following list will help you sift through the information.

- STR: This stands for strength. It affects your physical attack. The greater the number, the greater the damage to the enemy.
- STA: This stands for stamina. The greater the number, the higher your HP will become, making it harder for you to die.
- INT: This stands for intelligence. It affects your magical powers. The greater the number, the greater the damage to the enemy.
- RES: This stands for resistance. This number indicates your resistance to attacks. The greater the number, the greater your resistance against magical attacks or abnormality of status.
- LUK: This stands for luck. The greater the number, the greater the chances that your enemies will drop Palmira, items, etc.
- ATK: This stands for attack. The name and number associated represents a change in your character's attack.
- DEF: This stands for defense. The name and number associated represents a change in your character's defense, or reflects the defensive abilities of a creature.
- Slash: Affects weapons used to cut, such as swords.
- Hit: Affects weapons used to hit, such as clubs.
- Lunge: Affects weapons used to lunge, such as spears.
- Lightning: Affects magical attacks and weapons having magical attributes.
- Tree: Affects magical attacks and weapons having magical attributes.
- Flame: Affects magical attacks and weapons having magical attributes.
- Ice: Affects magical attacks and weapons having magical attributes.
- OFF: This stands for offense status and will only be found in the Creature table.
- Weak: This will only be found in the Creature table and reflects the weaknesses to any particular element or weapon type the creature may have.
- Good: This will only be found in the Creature table. It reflects which elements or weapons the creature performs well against, up to actually healing the creature.
- Peculiarity: This will only be found in the Creature table. The peculiarity reflects which status effect, if any, may be associated with physical attacks by the creature.

Sharline's Equipment

Weapons

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Alterstar	A sword rumored to have power of the heavens from a baptism by lightning.	Chain Combo	Shock Wave	Gather Energy	160	130	150	140	135	288	0	0	315	0	0	0	56	56	56	53	53	53	53
Avenger	A miracle weapon that changes its attributes as it's upgraded	Chaos Flame	Lightning Storm	Shock Wave	60	60	130	110	100	0	219	0	0	0	0	0	22	22	22	43	43	43	43
Bloodclaw	A weapon designed by a notorious thief to be light-weight	Guard Break	Spin Attack	Chaos Flame	55	50	16	26	30	0	150	0	0	0	141	0	19	19	19	8	8	8	8
Elite Bow	Instills the power of Palmira in its arrows of fire	Chaos Flame	Aerial Arrow	Explosion Arrow	70	88	120	118	35	0	0	275	0	0	310	0	28	28	28	44	44	44	44
Frying Pan	A general-purpose weapon used by citizens across the Empire	Spin Attack	Chop Combo	Shatter	35	38	40	30	30	0	61	0	0	0	0	0	12	12	12	12	12	12	12
Katana	A sword designed only to enhance slashing, making it great for its kin	Aerial Combo	Nail Thrust	Fang Combo	65	64	88	80	30	516	0	0	0	0	0	0	24	24	24	31	31	31	31
Majestic Sword	Has Palmira Pieces embedded by the blade which give it magical powers	Ice Raid	Jump Attack	Summon Tree	70	85	90	70	20	114	0	0	0	0	0	135	27	27	27	28	28	28	28
Moonlight Sword	A legendary holy sword that bestows strange powers to its wielder.	Divine Light	Sonic Wave	Bind Ice	200	200	120	185	200	405	0	0	400	0	0	0	75	75	75	61	61	61	61
Premier Spear	A lightweight spear designed so that weak people can wield it	Bind Lightning	Guard	Summon Ice	65	70	110	125	80	0	0	110	0	0	0	144	24	24	24	44	44	44	44

(Weapons continued)

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Sacred Rod	A metal rod for purposes of ceremony also used for self-defense	Summon Tree	Bind Ice	Summon Earth	98	113	140	144	40	0	0	153	0	190	0	0	38	38	38	53	53	53	53
Soltan Bow	A light, strong bow made from high quality iron mined in Soltan	Triforce Combo	Divine Light	Shock Wave Arrow	60	70	90	75	70	0	0	110	135	0	0	0	23	23	23	29	29	29	29
Tiger Claw	An assassin's weapon that surprises by revealing its hidden nails	Spin Attack	Jump Attack	Landslide Wave	160	177	16	26	40	0	214	0	168	0	0	0	62	62	62	8	8	8	8
Valbec Club	A simple, inexpensive weapon that does very little damage	Crush	Guard Break	Summon Earth	80	78	34	29	80	0	109	0	0	101	0	0	29	29	29	11	11	11	11
Velancer	A spear awarded by the King to the champion in a jousting tournament	Guard	Fang Combo	Great Combo	137	150	60	70	30	0	0	425	0	0	0	0	52	52	52	24	24	24	24
Zul's Toy	A special hammer made by the Human Research Lab as a prototype	Summon Fire	Applies Lightning	Air Slash	90	101	116	78	100	0	585	0	0	0	0	0	34	34	34	33	33	33	33

Helmets

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Azure Headband	Weak defense, but power can be increased at a low cost	—	—	—	95	92	90	72	110	0	0	0	0	0	0	0	114	124	119	76	79	77	60
Billiana Hood	Hood made from the cocoons of insects living in the Billiana forest	—	—	—	60	50	100	190	40	0	0	0	0	0	0	0	61	51	66	179	239	158	189

(Helmets continued)

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Billiana Leaf	Weak defense, but it increases physical healing power	—	—	—	18	22	23	33	83	0	0	0	0	0	0	0	24	22	22	23	23	23	23
Blessed Mask	Mask designed for use against various magical attacks	—	—	—	109	112	106	95	100	0	0	0	0	0	0	0	108	93	100	193	151	154	183
Cat Ears	Rumors of good luck have made it popular. The designer is unknown	—	—	—	60	80	60	55	156	0	0	0	0	0	0	0	135	125	115	120	120	80	130
Divine Halo	Reproduces a ring of light to transfer the damage to Palmira	—	—	—	66	90	80	88	80	0	0	0	0	0	0	0	126	99	104	191	109	122	114
Dragolos Nest	Made from the Billiana Trees, greatly increases Tree attribute	—	—	—	50	60	65	62	110	0	0	0	0	0	0	0	91	41	59	111	183	53	148
HRL-000-H	New-generation defense equipment made by odd scientist name Wallace	—	—	—	100	80	180	100	20	0	0	0	0	0	0	0	175	185	170	67	117	167	137
Jemila Ribbon	Many female warriors always wear this to prevent a change in status	—	—	—	55	45	65	55	170	0	0	0	0	0	0	0	78	88	93	131	96	101	111
Kanzashi	An ornamental hair accessory said to possess hidden powers	—	—	—	60	48	90	75	62	0	0	0	0	0	0	0	81	101	81	159	149	149	189
Paldio Helm	A Paldio knight's helmet with trademark feather	—	—	—	120	120	69	72	50	0	0	0	0	0	0	0	141	169	173	128	51	66	77
Penguin Hood	This living penguin protects itself by increasing the host's power	—	—	—	95	80	70	80	130	0	0	0	0	0	0	0	154	166	150	125	114	88	180
Pot	A two-handled pot used by citizens across the Empire	—	—	—	100	50	30	75	20	0	0	0	0	0	0	0	111	61	65	21	46	45	66

(Helmets continued)

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Pumpkin Head	Produces smell that increases physical strength but reduces intelligence	—	—	—	53	140	5	70	55	0	0	0	0	0	0	0	65	80	90	77	192	32	62
Rabbit Helm	A helm that assimilates nature and enhances self-healing powers	—	—	—	55	63	51	56	80	0	0	0	0	0	0	0	71	157	105	112	120	113	149
Swan Beret	A costume headpiece made popular by the young dancer Beriver	—	—	—	90	210	80	90	90	0	0	0	0	0	0	0	123	100	86	102	97	107	102
Tylissa's Mask	Deep-red mask worn by the mighty Tylissa, a legendary warrior	—	—	—	70	75	60	60	55	0	0	0	0	0	0	0	63	71	81	82	83	102	72

Armor

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Absorption Armor	Absorbs the life energy in the air, physically healing the user	Summon Tree	Leaf Mist	Summon Earth	15	130	68	102	105	0	0	0	0	0	0	0	109	116	124	43	208	63	58
Armor of Frost	Clothes made from the Ice Silkworms, a Rieubane specialty	—	Ice Raid	Call of Ice	55	64	58	55	110	0	0	0	0	0	0	0	87	116	71	66	60	32	210
Armor of Valor	A holy knight's uniform, stores the user's excess magical power	—	—	—	66	120	110	150	50	0	0	0	0	0	0	0	101	56	94	141	190	182	137

(Armor continued)

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Dragolos Armor	The feather, which is a charm point, said to bring good luck	Float	—	—	90	80	170	83	90	0	0	0	0	0	0	0	92	108	107	151	171	141	141
Flayed Skin Armor	Armor plated with skin of the Fire Lizards to enhance Fire attribute	Flare Raid	Chaos Flame	Blaze Burst	72	49	70	68	90	0	0	0	0	0	0	0	96	73	132	73	75	225	38
HRL-000-A	New-generation defense equipment made by odd scientist named Wallace	—	—	—	140	130	105	115	85	0	0	0	0	0	0	0	201	201	201	41	111	111	111
Paldio Breastplate	A Paldio knight's armor with superb functionality and good design	—	Guard	—	108	112	78	79	99	0	0	0	0	0	0	0	161	301	131	98	83	96	87
Volt Suit	Made of non-conductive fiber for lightning protection	Lightning Storm	Gather Energy	—	83	85	108	89	59	0	0	0	0	0	0	0	105	168	97	265	45	75	55

Boots

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Armored Boots	Boots worn by warriors due to the many layers of metal panels	—	—	—	110	100	70	70	50	0	0	0	0	0	0	0	169	159	139	109	107	113	145
Cat Feet	Along with cat ears, they're popular in winter for use in the house	—	—	—	150	90	92	80	90	0	0	0	0	0	0	0	118	188	138	151	161	121	211
Dragolos Boots	Boots made from Dragolos feathers for levitation	Float	—	—	90	100	65	80	110	0	0	0	0	0	0	0	134	124	124	113	118	148	138

(Boots continued)

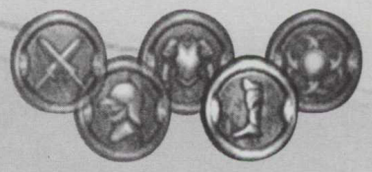
Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Guard Boots	Boots worn by castle guards to activate the lift by magnetic force	—	—	—	60	65	40	50	90	0	0	0	0	0	0	0	103	93	85	57	67	52	62
HRL-000-B	New-generation defense equipment made by odd scientist named Wallace	Float	—	—	70	55	30	30	20	0	0	0	0	0	0	0	203	203	203	40	40	140	60
Paldio Boots	Boots for the Paldio knights of the Rieubane Empire	—	—	—	180	170	120	160	50	0	0	0	0	0	0	0	206	156	131	100	175	165	96
Speed Boots	Shoes created for speed in a great race Boost	Dash	—	—	100	70	80	50	60	0	0	0	0	0	0	0	83	73	93	62	62	67	72
Woven Boots	Palmira Pieces woven into the boots to absorb shock	—	—	—	130	120	100	70	80	0	0	0	0	0	0	0	127	132	132	99	144	99	119

Accessories

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Amulet of Purity	Used since ancient times to restore one to a healthy physical state	—	—	—	8	10	22	10	30	6	6	6	17	17	17	17	23	23	23	9	14	14	9
Band of Clarity	Relaxes the body and soul in order to maximize the power of the mind	—	—	—	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Elder's Ring	Ring of unknown origin. Extremely powerful. It uses much Palmira	—	—	—	80	80	80	80	80	66	66	66	80	80	80	80	110	110	100	110	110	110	110

(Armor continued)

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Heroic Necklace	Made by a craftsman to up Palmira's physical power	—	—	—	7	7	10	0	30	0	0	0	15	15	15	15	1	1	1	9	9	9	9
Icon of Divinity	Angelic symbol that was created for people in Edinbury	—	—	—	0	0	2	10	5	10	10	10	21	21	21	21	30	2	5	3	4	3	162
Icon of Loyalty	Commonly worn among religious people to protect them from fire	—	—	—	5	3	10	2	40	11	11	11	10	10	10	10	9	9	5	4	4	181	4
Pendant of Hope	Created by a magician with a childhood fear of lightning	—	—	—	2	2	35	10	50	15	15	15	0	0	0	0	2	3	22	156	16	16	16
Ring of Blessing	Silver ring that is worn by both warriors and explorers	—	—	—	10	10	10	10	180	0	0	0	0	0	0	0	6	6	5	6	6	6	6
Ring of Resist	A ring that grants the user great resistance to both Flame and Ice	—	—	—	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	90	90
Star Necklace	Embedded with Palmira Pieces created from the ritual of the 13 nights	—	—	—	13	9	3	4	5	18	18	18	0	0	0	0	45	10	11	4	151	4	4



Darius's Equipment

Weapons

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Alterstar	A sword rumored to have power of the heavens from a baptism by lightning	Aerial Combo	Shock Wave	Divine Light	160	130	150	140	135	288	0	0	315	0	0	0	56	56	56	53	53	53	53
Avenger	A miracle weapon that changes its attributes as it's upgraded	Chaos Flame	Lightning Storm	Shock Wave	60	60	130	110	80	0	219	0	0	0	0	0	22	22	22	43	43	43	43
Bloodclaw	A weapon designed by a notorious thief to be light-weight	Guard Break	Jump Attack	Bind Lightning	55	50	16	26	30	0	150	0	0	0	141	0	19	19	19	8	8	8	8
Ceremonial Spear	A spear given to the new Emperor in the inaugura-tion ceremony	Call of Ice	Summon Ice	Bind Tree	165	150	60	60	30	0	0	241	0	0	0	220	59	59	59	22	22	22	22
Cleaver	A one-handed weapon that, due to its sheer weight, increases damage	Chop Combo	Spin Attack	Leaf Mist	91	93	60	68	20	0	139	0	0	140	0	0	33	33	33	24	24	24	24
Defender	A large sword favored among the warriors for its slashing ability	Guard	Shock Wave	Land-slide Wave	165	150	60	70	30	446	0	0	0	0	0	0	59	59	59	24	24	24	24
Degutla	A dual-blade sword that has an excellent piercing attribute	Fang Combo	Shock Wave	Lightning Storm	160	110	49	65	70	0	0	215	194	0	0	0	53	53	53	22	22	22	22
Frying Pan	A general-pur-pose weapon used by citi-zens across the Empire	Spin Attack	Chop Combo	Shatter	35	38	40	30	30	0	61	0	0	0	0	0	12	12	12	12	12	12	12

(Weapons continued)

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Heavenly Axe	A dual-headed axe that allows attacks at multiple levels	Spin Attack	Great Combo	Bind Ice	135	130	88	55	16	248	0	0	249	0	0	0	49	49	49	24	24	24	24
Heavenly Sphere	A globe that brings good fortune, must be used with caution	Chop Combo	Shock Wave	Summon Earth	80	105	88	62	200	0	189	0	0	204	0	0	33	33	33	26	26	26	26
Katana	A Sword designed to enhance slashing	Jump Attack	Fang Combo	Nail Thrust	65	64	88	80	30	516	0	0	0	0	0	0	24	24	24	31	31	31	31
Majestic Sword	Has Palmira Pieces embedded in the blade which give it magical powers	Ice Raid	Aerial Combo	Jump Attack	70	85	90	70	20	114	0	0	0	0	0	135	27	27	27	28	28	28	28
Moonlight Sword	A legendary holy sword that bestows strange powers to its wielder	Sonic Wave	Lightning Storm	Gather Energy	200	200	120	185	200	375	0	0	370	0	0	0	75	75	75	61	61	61	61
Olden War-hammer	An extremely heavy, two-headed iron hammer used by an ancient giant	Crush	Guard Break	Shatter	145	135	50	75	100	0	365	0	0	0	0	0	52	52	52	24	24	24	24
Quano's Axe	A masterpiece created by the magician Quano, with a beast sealed inside	Dance Combo	Guard Break	Somersault	190	160	70	20	10	498	0	0	0	0	0	0	67	67	67	13	13	13	13
Serrated	Sword that does great damage due to the design of the blade	Leaf Blade	Summon Tree	Bind Fire	46	50	10	15	140	170	0	0	0	160	0	0	17	17	17	4	4	4	4
Soltan Sword	A small sword constructed of a high-quality metal from Soltan	Chain Combo	Jump Attack	Flare Raid	94	95	53	45	40	87	0	0	0	0	84	0	34	34	34	17	17	17	17
T Square	A design tool created by an odd architect, Duey, made of Billiana Tree	Summon Tree	Leaf Mist	Chain Combo	62	68	150	80	40	160	0	0	0	215	0	0	23	23	23	38	38	38	38

(Weapons continued)

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Tear Blade	A lightweight, curved sword renowned for its slashing ability	Guard Break	Spin Attack	Aerial Combo	130	120	70	80	40	371	0	0	0	0	0	0	47	47	47	28	28	28	28
Tiger Claw	An assassin's weapon that surprises by revealing its hidden nails	Spin Attack	Jump Attack	Divine Light	160	177	16	26	40	0	214	0	168	0	0	0	62	62	62	8	8	8	8
Valbec Club	A simple, inexpensive weapon that does very little damage	Crush	Guard Break	Summon Earth	80	78	34	29	80	0	109	0	0	101	0	0	29	29	29	11	11	11	11
Velancer	A spear awarded by the King to the champion in a jousting tournament	Guard	Fang Combo	Great Combo	137	150	60	70	30	0	0	365	0	0	0	0	52	52	52	24	24	24	24
War Mauler	A stone pillar that creates intense damage, feared by many warriors	Guard	Chaos Flame	Bind Tree	110	120	40	35	40	0	137	0	0	0	120	0	42	42	42	13	13	13	13
Zul's Toy	A special hammer made by the Human Research Lab as a prototype	Somersault	Spin Attack	Landslide Wave	90	101	116	78	70	0	585	0	0	0	0	0	34	34	34	33	33	33	33

Helmets

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Astute Turban	Has crystal in the forehead that stimulates the brain and increases intelligence	—	—	—	133	129	142	70	100	0	0	0	0	0	0	0	147	93	129	104	124	67	199
Azure Headband	Weak defense, but power increased at a low cost	—	—	—	95	92	90	72	55	0	0	0	0	0	0	0	114	124	119	76	79	77	60

(Helmets continued)

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Billiana Leaf	Weak defense, but it increases physical healing power	—	—	—	18	22	23	33	83	0	0	0	0	0	0	0	24	22	22	23	23	23	23
Blessed Mask	Mask designed for use against various magical attacks	—	—	—	112	106	95	44	0	0	0	0	0	0	0	108	93	100	193	151	154	183	
Divine Halo	Reproduces a ring of light to transfer the damage to Palmira	—	—	—	66	90	80	88	80	0	0	0	0	0	0	0	126	99	104	191	109	122	114
Dragolos Nest	Made from the Billiana Trees, greatly increases Tree attribute	—	—	—	50	60	65	62	110	0	0	0	0	0	0	0	91	41	59	111	183	53	148
Jemila Ribbon	Secretly worn among men to help prevent a change in status	—	—	—	55	45	65	55	170	0	0	0	0	0	0	0	78	88	93	131	96	101	111
Paldio Helm	A Paldio knight's helmet, with trademark feather	—	—	—	120	120	69	72	50	0	0	0	0	0	0	0	141	169	173	128	51	66	77
Penguin Hood	This living penguin protects itself by increasing the host's power	—	—	—	95	80	70	80	130	0	0	0	0	0	0	0	154	166	150	125	114	88	180
Pot	A two-handled pot used by citizens across the Empire	—	—	—	100	50	30	75	20	0	0	0	0	0	0	0	111	61	65	21	46	45	66
Pumpkin Head	The smell increases physical strength, but reduces intelligence	—	—	—	53	140	5	70	55	0	0	0	0	0	0	0	65	80	90	77	192	32	62
Rabbit Helm	A helm that assimilates nature. It enhances self-healing powers	—	—	—	55	63	51	56	80	0	0	0	0	0	0	0	71	157	105	112	120	113	149

(Helmets continued)

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Royal Helm	One of three costumes given to the new Emperor in the enthronement	—	—	—	86	66	112	118	20	0	0	0	0	0	0	0	62	131	53	132	113	123	128
Swan Beret	A costume head piece made popular by the young dancer Beriver	—	—	—	90	210	80	90	90	0	0	0	0	0	0	0	123	100	86	102	97	107	102
Tylissa's Mask	Deep-red mask worn by the mighty Tylissa, a legendary warrior	—	—	—	70	75	60	60	65	0	0	0	0	0	0	0	63	71	81	82	83	102	72

Armor

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Absorption Armor	Absorbs the life energy in the air, physically healing the user	Summon Tree	—	—	115	130	68	102	105	0	0	0	0	0	0	0	109	116	124	43	208	63	58
Armor of Frost	Clothes made from the Ice Silkworms, a Rieubane specialty	—	Ice Raid	Call of Ice	55	64	58	55	110	0	0	0	0	0	0	0	87	116	71	66	60	32	210
Armor of Valor	A holy knight's uniform, stores the user's excess magic	—	—	—	66	62	142	150	50	0	0	0	0	0	0	0	93	48	86	145	194	186	141
Darkforge Armor	Increases physical attributes but is said to bring bad luck	Guard	—	—	240	220	98	88	2	0	0	0	0	0	0	0	148	179	102	89	100	151	83

(Armor continued)

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Flayed Skin Armor	Armor plated with skin of the Fire Lizards to enhance Fire attributes	Flare Raid	—	Blaze Burst	72	49	70	68	90	0	0	0	0	0	0	0	96	73	132	73	75	225	38
Paldio Breast-plate	A Paldio knight's armor with superb functionality and good design	—	Guard	—	108	112	78	79	99	0	0	0	0	0	0	0	161	301	131	98	83	96	87
Royal Robe	One of three costumes given to the new Emperor in the enthronement	—	—	Gather Energy	60	55	59	48	20	0	0	0	0	0	0	0	71	110	98	149	104	129	99
Volt Suit	Made of non-conductive fiber for light-ning protection	Divine Light	Lightning Storm	—	83	85	108	89	59	0	0	0	0	0	0	0	105	168	97	265	45	75	55
War Cry Armor	Armor favored by powerful fighters focus-ing on defense	—	—	—	134	170	33	30	10	0	0	0	0	0	0	0	324	144	339	38	46	53	54

Boots

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Armored Boots	Boots worn by warriors due to the many layers of metal panels	—	—	—	110	100	70	70	50	0	0	0	0	0	0	0	169	159	139	109	113	145	120
Dragolos Boots	Boots made from Dragolos feathers for levitation	Float	—	—	90	100	65	80	110	0	0	0	0	0	0	0	134	124	124	113	118	148	138
Guard Boots	Boots used by castle guards to activate the Lift by mag-netic force	—	—	—	60	65	40	50	90	0	0	0	0	0	0	0	103	93	85	57	67	52	62

(Boots continued)

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Paldio Boots	Boots for the Paldio knights of the Rieubane Empire	—	—	—	180	170	120	160	50	0	0	0	0	0	0	0	206	156	131	100	175	165	96
Royal Boots	One of three costumes given to the new Emperor in the enthronement	—	—	—	80	80	80	80	20	0	0	0	0	0	0	0	120	130	140	130	120	125	110
Speed Boots	Shoes created for speed in a great race	Dash	—	—	100	70	80	50	60	0	0	0	0	0	0	0	83	73	93	62	62	67	72
Woven Boots	Palmira Pieces are woven into the boots to absorb shock	—	—	—	130	120	100	70	80	0	0	0	0	0	0	0	127	132	132	99	144	99	119

Accessories

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Amulet of Purity	Used since ancient times to restore one to a healthy physical state	—	—	—	8	10	22	10	30	6	6	6	17	17	17	17	23	23	23	9	14	14	9
Band of Clarity	Relaxes the body and soul in order to maximize the power of the mind	—	—	—	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Elder's Ring	Ring of unknown origin Extremely powerful and uses much Palmira	—	—	—	80	80	80	80	80	66	66	66	80	80	80	80	110	110	100	110	110	110	110
Heroic Necklace	Made by a craftsman to up Palmira's physical power	—	—	—	7	7	10	0	30	0	0	0	15	15	15	15	1	1	1	9	9	9	9
Icon of Divinity	Angelic symbol that was created for people in Edinbury	—	—	—	0	0	2	10	5	10	10	10	21	21	21	21	30	2	5	3	4	3	162

(Boots continued)

Name	Description	Palmira Action 1	Palmira Action 2	Palmira Action 3	STR	STA	INT	RES	LUK	ATK Slash	ATK Hit	ATK Lunge	ATK Lightning	ATK Tree	ATK Flame	ATK Ice	DEF Slash	DEF Hit	DEF Lunge	DEF Lightning	Tree	DEF Flame	DEF Ice
Icon of Loyalty	Commonly worn among religious people to protect them from fire	—	—	—	5	3	10	2	40	11	11	11	10	10	10	10	9	9	5	4	4	181	4
Pendant of Hope	Created by a magician with a childhood fear of lightning	—	—	—	2	2	35	10	50	15	15	15	0	0	0	0	2	3	22	156	16	16	16
Ring of Blessing	Silver ring that is worn by both warriors and explorers	—	—	—	10	10	10	10	180	0	0	0	0	0	0	0	6	6	5	6	6	6	6
Ring of Resist	A ring that grants the user great resistance to both Flame and Ice	—	—	—	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	90	90
Star Necklace	Embedded with Palmira Pieces created from the ritual of the 13 nights	—	—	—	13	9	3	4	5	18	18	18	0	0	0	0	45	10	11	4	151	4	4

Items

Item Name	Description
Antidote	Removes poison status
Billiana Extract	Fully restores Palmira power of a selected armament
Billiana Leaf	Removes paralysis status
Blue Fruit	Allows 5 points to be distributed to STR, STA, INT, RES, or LUK
Life Extract	Restores to full health
Mushroom	Somebody's favorite food, possible good fortune when given
Orb of Atonement	Removes cursed status
Palmira Ore	Raw, unpolished Palmira Piece, useless other than for magicians
Red Fruit	Allows 10 points to be distributed to STR, STA, INT, RES, or LUK
Release Emblem	Removes a sealed Palmira Action

Event Items

Item Name	Description
Azure Sphere	One of the items to activate the barrier device to guard main facilities
Billiana Fruit	A rare and valuable ingredient for Palmira
Blue Sphere	One of the keys for activating the Palmira Bridge designed for monsters
Caped Statue Body	Part of statue that was torn apart
Caped Statue Head	Part of statue that was torn apart
Dark Guide Post	Opens the door to the Sealed World when used within the boundary of the Crystal Pillar
Left Winged Key	One of the keys for the sealed door created for the lab's security
Master Key 2F	Key to open the closed door in the lab
Red Sphere	One of the keys for activating the Palmira Bridge designed for monsters
Right Winged Key	One of the keys for the sealed door created for the lab's security
Royal Medal	Symbol of passage for the Royal soul
Scarlet Sphere	One of the items to activate the barrier device to guard main facilities
Sealed Key	Key to open the Great Door, which has been sealed
Small Flower	Small flower that blooms on the water's surface, mainly given to the dead
Soul of Goddess	Great Crystal of Souls for the statue of the Royal Guardian Goddess
Sword Star	Symbolizes the Soul of the Tristar Goddess, protects royalty
Transport Palmira	Special Palmira Piece to activate the Transfer Pentagram at the lab
Treasure Key	Key to the treasure chest

Creatures

Name	Description	Height	HP	Peculiarity	Off 1	Off 2	Off 3	Off 4	Def Slash	Def Hit	Def Lunge	Def Lightning	Def Tree	Def Flame	Def Ice	Weak	Good
Acid Mucous	Creatures usually found attached to a ceiling, attacking enemies by dropping strong acid on them	90 cm	1,000	Seal	Acid (Tree, 280 HP)	Strike (250 HP)	Sealed Mist (Flame, Mist 240 HP)	—	150	999	999	160	180	80	160	Flame	Slash, Tree
Ageless Wanderer	A soldier with no soul, created from the blood of a demon	160 cm	1,400	—	Critical Attack (300 HP)	Blade Pierce (200 HP)	—	—	170	80	140	90	100	110	100	Hit, Lightning, Tree, Ice Flame	—
Ammit	An experimental mutant animal that has the AI Crest embedded	210 cm	1,100	—	Lightning (Lightning, 140 HP)	Flame Breath (Flame, 160 HP)	Claw Combo (250 HP)	Light Blade (Lightning 200 HP)	160	130	220	400	90	140	270	Tree	Flame
Arachne	inside of it Stores baby spiders within its body, and releases them if killed	185 cm	1,500	—	Strike (250 HP)	Flame Breath (Flame, 250 HP)	—	—	180	130	160	80	80	130	50	Lightning, Tree, Ice Flame	Flame

(Creatures continued)

Name	Description	Height	HP	Peculiarity	Off 1	Off 2	Off 3	Off 4	Def Slash	Def Hit	Def Lunge	Def Lightning	Def Tree	Def Flame	Def Ice	Weak	Good
Beholder	A magical being created to destroy any and all intruders	125 cm	900	—	Lightning Attack (Lightning, 160 HP)	—	—	—	130	90	140	140	70	120	125	Hit,Tree	Lightning
Bodulum	A very aggressive creature, attacks at will and follows a single target incessantly	180 cm	600	—	Punch (95 HP)	Punch) Shock Wave Flame,70 HP)	—	—	70	70	60	69	75	72	60	—	Flame
Chantideer	Magical beast created by a powerful magician	175 cm	350	—	Lightning Attack (Lightning, 120 HP)	Beak (130 HP)	—	—	65	45	80	30	30	30	40	Tree, Flame	Lightning
Clay Golem	Prototype giant that is given magical, temporary life, created by Morpheus	350 cm	3,800	—	Punch Combo (390 HP)	Drop Punch (300 HP)	—	—	230	160	220	150	150	150	150	Hit, Lightning, Tree, Flame, Ice	—
Critter	Creatures that live in Castle Rieubane and gather small objects back to their nests	20 cm	1	—	—	—	—	—	10	10	10	10	10	10	10	All	—
Cycloid Stinger	Creature covered by bristles, threatens its enemies by circling around them	195 cm	1,200	Poison	Poison Dagger (280 HP)	—	—	—	150	435	110	110	120	150	70	Lunge, Lightning, Tree	Ice
Dementia	Creature created by the part of Trandin's mind devoted to destruction and denial	265 cm	3,700	Poison	Poison Claw (390 HP)	Flame Breath (Flame, 393 HP)	Lightning (Lightning 303 HP)	—	100	190	90	150	80	210	80	Tree, Ice	Lightning, Flame
Demon Darius	Demonized by explosion of the Crest and instantaneously destroyed by the Morea assassins	120 cm	25,000	—	Lightning Attack (Lightning, 800 HP)	Land Shock (Flame, Hit, 400 HP	Blade Attack (999 HP)	Throwing Dagger (Lightning, Slash, 300 HP)	300	300	300	300	300	300	300	—	Tree, Ice
Djinn	A demon made of lava, invincible while protected by the Altar of Fire Calming	1,760 cm	7,000	—	Forced Strike (420 HP)	Strike (260 HP)	Flame Breath (Flame, 260 HP)	Flame Pillar (Flame, 510 HP)	120	360	280	160	170	110	90	Ice	Flame
Dravolt	Monster confined at the Coliseum to fight gladiators	200 cm	1,800	—	Blade Attack (380 HP)	—	—	—	90	120	100	80	85	80	82	—	Lightning

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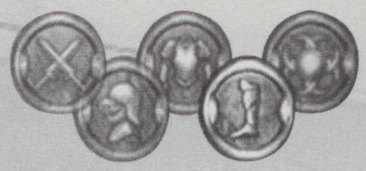

(Creatures continued)

Name	Description	Height	HP	Peculiarity	Off 1	Off 2	Off 3	Off 4	Def Slash	Def Hit	Def Lunge	Def Lightning	Def Tree	Def Flame	Def Ice	Weak	Good
Drawide	Advanced form of Dravolt possessing human-like intelligence and capabilities	210 cm	6,000	—	Landslide Wave (Flame, 390 HP)	Blade Shock Wave (Lightning, 260 HP)	Blade Attack (700 HP)	—	280	260	160	210	220	230	200	—	Flame
Flare Mucous	High defense against physical attacks, has the ability to divide into smaller forms	90 cm	900	Paralysis	Strike (250 HP)	Fire Ball (Flame, 240 HP)	Paralysis Bond (130 HP)	—	999	999	999	120	140	180	80	Lightning, Ice	Flame
Fowlus	The highest form of this magical beast created by a strong magician	175 cm	1,600	—	Lightning Attack (Lightning, 260 HP)	Beak (360 HP)	—	—	90	130	160	120	70	90	110	Slash, Tree, Flame	Lightning
Glass Golem	Prototype giant that is given magical, temporary life, created by Morpheus	350 cm	3,500	—	Punch Combo (460 HP)	Drop Punch (320 HP)	—	—	260	180	250	160	160	160	160	Hit, Lightning, Tree, Flame, Ice	—
Hentacle	A one-eyed fluid monster that hides within a pot	170 cm	700	Seal	Tentacle (100 HP)	Sealed Mist(Ice, 90 HP)	—	—	65	60	50	100	60	60	70	Slash, Lunge, Hit, Tree, Flame	Ice
Icerady	Large dragonfly, basic type of Pararady	120 cm	1,400	—	Stinger (300 HP)	Icy Breathe (Ice, 336 HP)	—	—	190	80	35	160	140	110	110	Lunge, Lightning, Tree, Flame	Ice
Icy Beholder	Magical being created to destroy any and all intruders	125 cm	1,200	—	Ice Ball (Ice, 180 HP)	—	—	—	150	90	160	130	125	70	140	Hit, Flame	Ice
Lurker	A breed of Stalker, likes dark rooms and hides within corners	180 cm	850	Cursed	Curse Mist (Ice, 120 HP)	—	—	—	100	110	100	85	120	93	92	Lightning, Flame	Slash, Ice
Melon Rat	A creature that keeps to itself but will attack trespassers found on its territory	80 cm	140	—	Whirling Tail (145 HP)	—	—	—	75	65	45	50	50	50	50	Lunge, Lightning, Flame, Ice	Tree
Mirrored Entity	A solidified reflection of the person in the mirror, dies when the mirror is destroyed	160 cm	1,300	—	Aerial Play (Tree, 140 HP)	Freeze Blast (Ice, Tree, 160 HP)	Kick (180 HP)	—	130	120	160	170	165	168	180	Slash, Hit	Tree
Morpheus	Boasts the highest defense attributes, can teleport	125 cm	4,440	Paralysis	Fire Ball (Flame, 490 HP)	Curse Wall (Lightning, 10 HP)	Land Shock Wave (Tree, Hit, 580 HP)	—	310	170	250	999	999	999	999	Slash, Hit, Lunge	—
Mucous	High defense against physical attacks, has the ability to divide into smaller forms	90 cm	36	Poison	Strike (100 HP)	Poison Vapor (Tree, 100 HP)	Poison Bond (50 HP)	—	999	999	999	60	70	30	40	Flame, Ice	Tree

(Creatures continued)

Name	Description	Height	HP	Peculiarity	Off 1	Off 2	Off 3	Off 4	Def Slash	Def Hit	Def Lunge	Def Lightning	Def Tree	Def Flame	Def Ice	Weak	Good
Nagla	One of three protective barriers for the Shrine, sealed in the Blue Pedestal	180 cm	1,800	—	Spirit Flash (Tree, 320 HP)	Fire Ball (Flame, 290 HP)	—	—	90	80	80	160	180	140	160	Slash, Hit, Lunge	Tree
Ningal	One of three protective barriers for the Shrine, appears when the Green Pedestal is unsealed	180 cm	900	—	Blade Attack (460 HP)	Blade Pierce (250 HP)	—	—	95	115	120	120	110	130	110	Slash	Flame
Nyana	One of three protective barriers for the Shrine, appears when the Red Pedestal is unsealed	180 cm	2,000	—	Critical Attack (220 HP)	Spinning Attack (300 HP)	—	—	170	150	160	145	130	120	140	Tree, Flame	Ice
Order Knight	Prototype giant that is given magical, temporary life, created by Morpheus	350 cm	1,450	—	Punch Combo (171 HP)	Drop Punch (180 HP)	—	—	250	80	140	50	55	85	40	Lightning, Tree, Ice	—
Palmira Bee	Bees that suck Billiana Extract and create Palmira Pieces	40 cm	1	—	—	—	—	—	10	10	10	10	10	10	10	All	—
Palmira Entity	A doll created by Palmira that mimics other living things	170 cm	2,000	—	Fire Ball (Flame, 190 HP)	Ice Ball (Ice, 200 HP)	—	—	70	60	170	120	120	200	200	—	Tree, Ice
Pararady	A large dragonfly, a mutant of Icerady	120 cm	150	—	Stinger (100 HP)	Ice Breathe (Ice, 110 HP)	—	—	70	80	35	50	40	30	90	Lunge, Lightning, Tree, Flame	Ice
Red Breeze	A soldier that has the Crest, trapped by Morpheus as a test subject and later sealed	190 cm	2,600	—	Landslide Wave (Lightning, 420 HP)	Tackle (400 HP)	Critical Combo (450 HP)	—	210	170	300	310	250	310	190	Lightning, Tree, Flame, Ice	—
Rescro	Tree that drained the dead buried souls and took their forms	230 cm	3,300	—	Drop Attack (290 HP)	Striking Attack (450 HP)	—	—	90	220	110	85	85	130	190	Slash, Lightning	Tree
Ritualist	Confuses enemy by suddenly appearing and disappearing	200 cm	160	—	Ice Ball (Ice, 120 HP)	Throwing Stone (Tree, 120 HP)	—	—	50	50	35	120	120	60	150	Slash, Hit, Lunge, Flame	Tree, Ice

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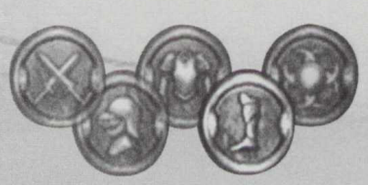
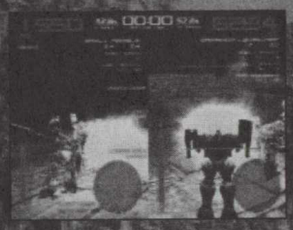


(Creatures continued)

Name	Description	Height	HP	Peculiarity	Off 1	Off 2	Off 3	Off 4	Def Slash	Def Hit	Def Lunge	Def Lightning	Def Tree	Def Flame	Def Ice	Weak	Good
Rock Golem	Mass-production model of rock giants that are given magical, temporary life	350 cm	2,200	—	Punch Combo (360 HP)	Drop Punch (430 HP)	—	—	140	90	160	70	70	70	70	Hit, Lightning, Tree, Flame, Ice	—
Soulless Folus	Ghost of Folus, founder of the Empire, in the form of a stone statue	380 cm	4,200	Seal	Stab Combo (320 HP)	Sealed Bow (220 HP)	—	—	190	210	230	140	120	130	120	Tree, Ice	Lightning, Flame
Stalker	A gel monster that is a collective of dead souls	180 cm	850	Paralysis	Curse Mist (Ice, 160 HP)	—	—	—	100	110	100	85	120	93	92	Lightning, Flame	Slash, Ice
Stinger	A creature covered by bristles, protects itself by lying on the ground	195 cm	600	Poison	Poison Dagger (180 HP)	—	—	—	130	330	90	85	94	93	92	Lunge, Lightning	—
Testure Weed	A mutant having a huge flower as a head, hard to attack due to tricky movements	—	—	—	Strike (116 HP)	Spinning Attack (145 HP)	—	—	59	190	90	50	110	240	60	Slash, Lightning, Ice	Tree
Tigella	A large flower creature that has roots for feet	190 cm	270	—	Pollinate (Tree, 110 HP)	—	—	—	80	95	35	30	70	35	60	Lunge, Lightning, Flame	Tree
Tormentor	Lost souls of warriors that occupy armor found on the battlefields	195 cm	1,800	—	Swing Blade (420 HP)	Rising Blade (300 HP)	—	—	200	100	200	50	80	130	190	Lightning, Tree	—
Xenovius	Cursed Queen absorbed by a monster that attacked Castle Rieubane	340 cm	2,000	Paralysis	Ice Breathe (Ice, 240 HP)	Curse Mist (Tree, 260 HP)	Blow Combo (300 HP)	—	110	180	999	110	240	160	250	Hit, Lightning, Flame	Tree, Ice
Zaptia	A metal-coated demon with high-level electric energy stored within its body	870 cm	6,000	—	Skewer (800 HP)	Spinning Attack (330 HP)	Lightning Spear (Lightning, 320 HP)	Lightning Pillar (Lightning, 250 HP)	300	290	260	160	120	230	260	Tree	Lightning

An invitation to Mars isn't an honor... it's a death sentence.

ARMORED CORE 2™



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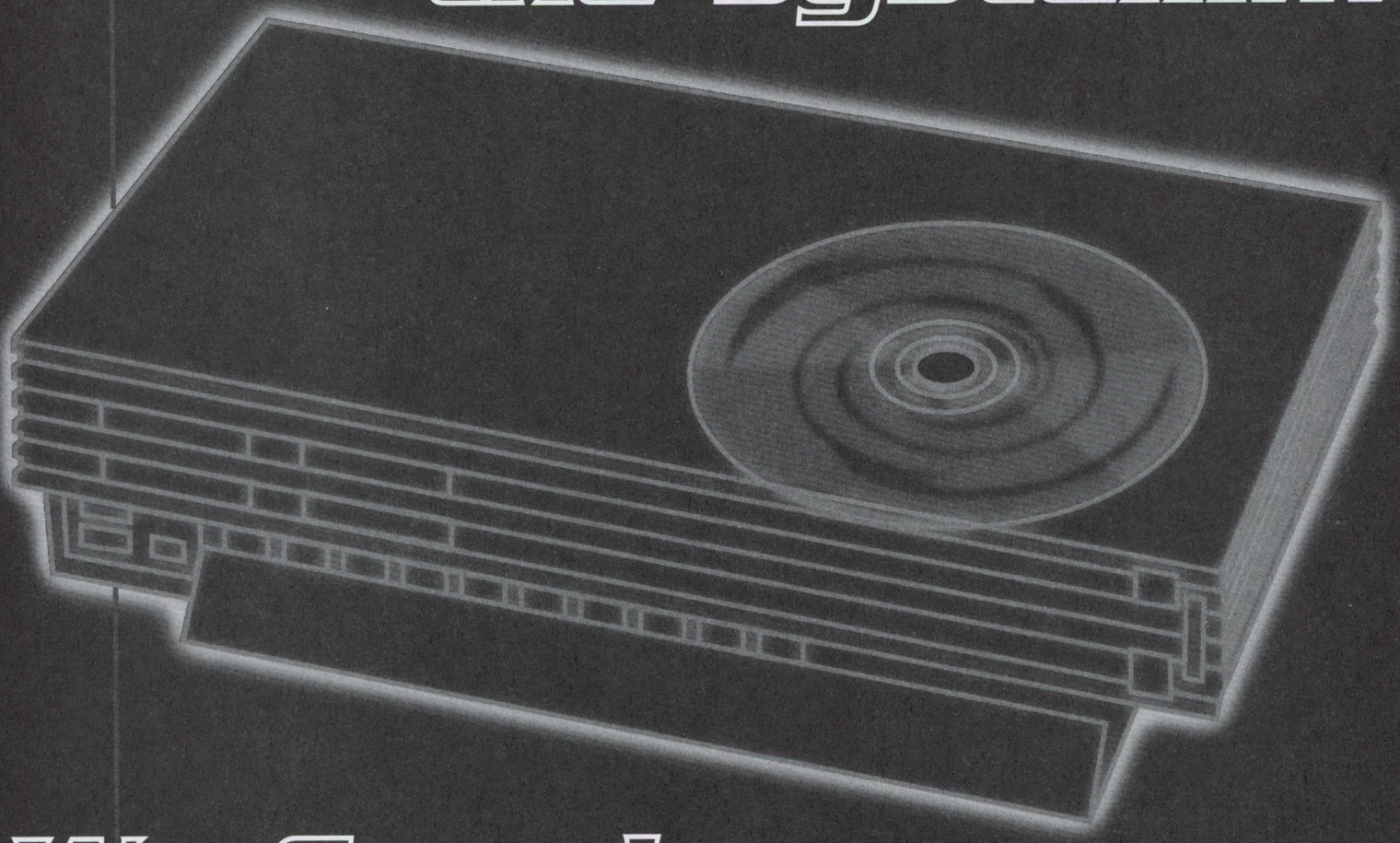

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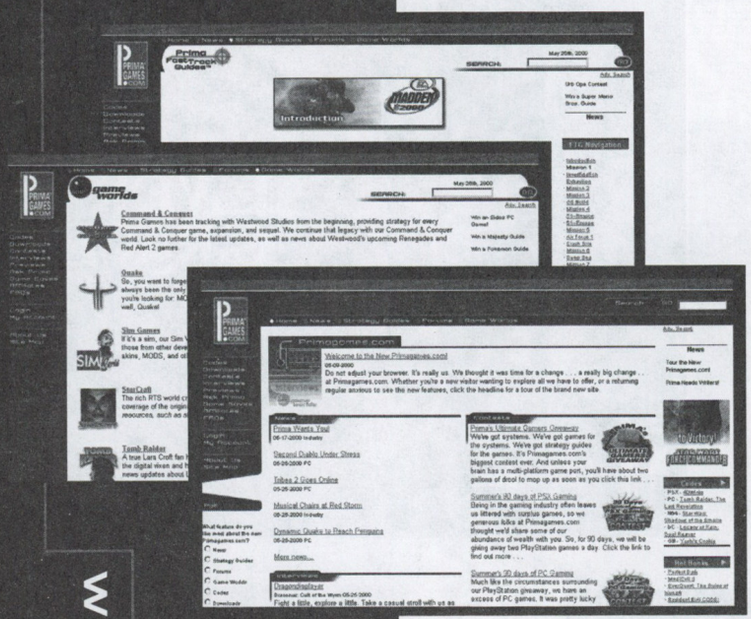

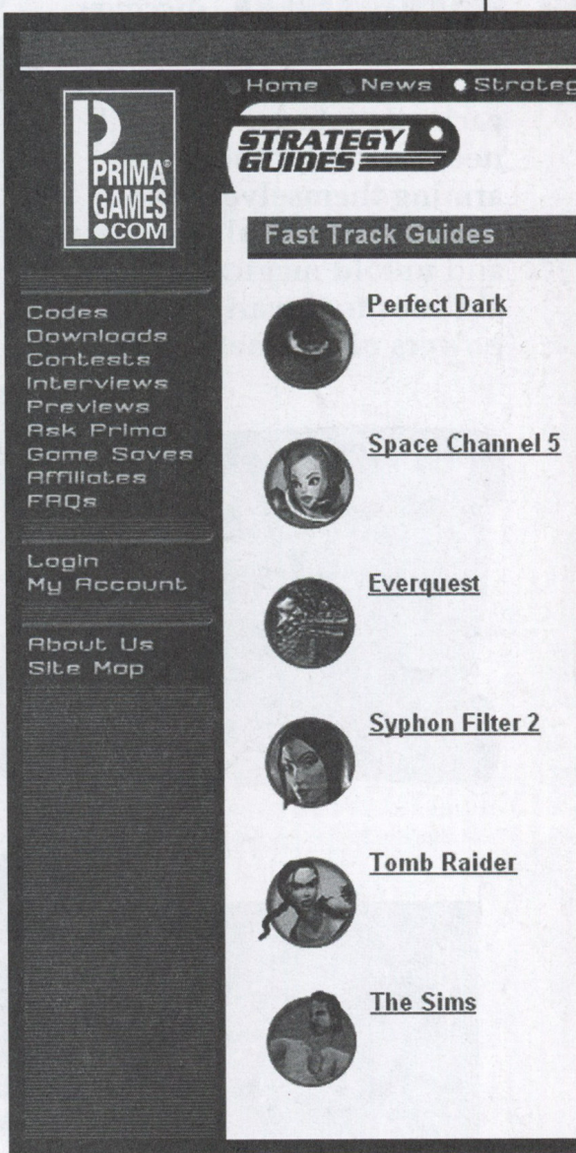

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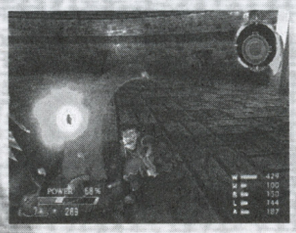

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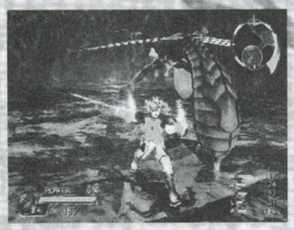

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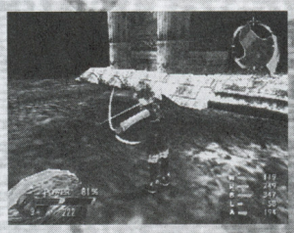
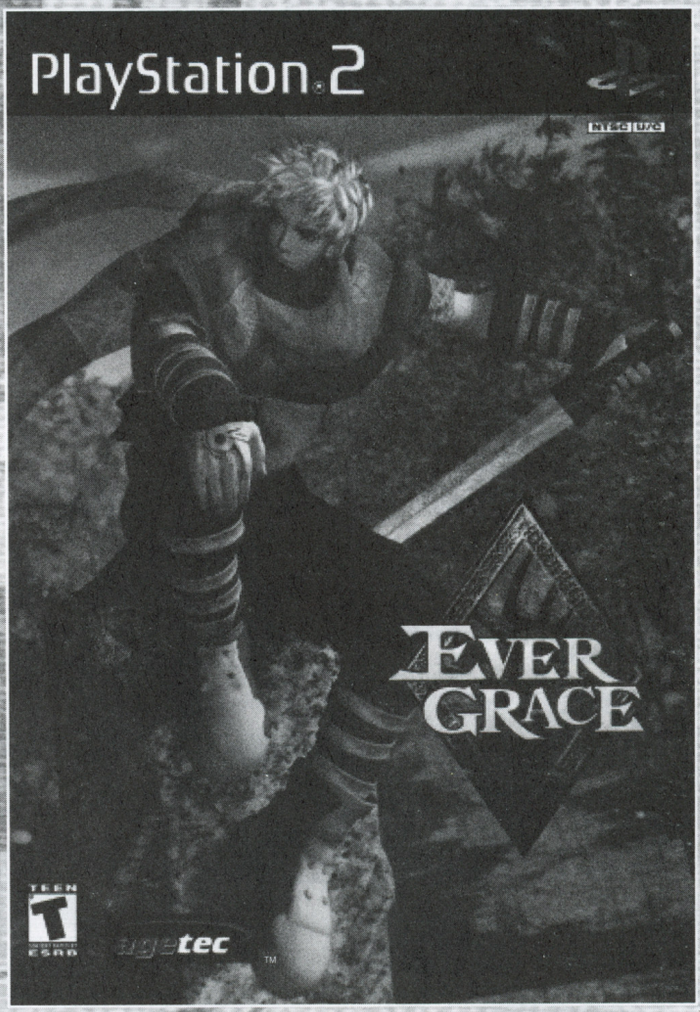


Face evil in its lair



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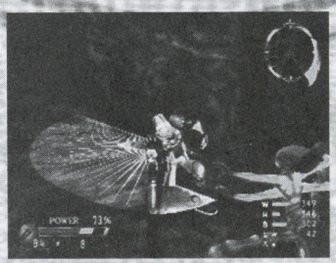

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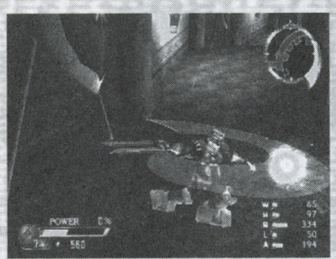
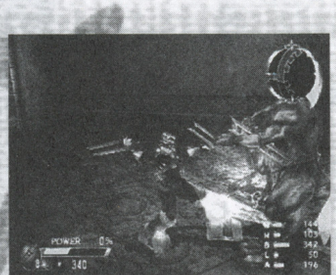


Magnificent graphic and lighting effects



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